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COMPLETE MOVES LIST

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Dreamcast Solutions

The ultimate Dreamcast tips magazine

A NEW MAGAZINE DEDICATED TO DREAMCAST TIPS

welcome...

So what do you think of the Dreamcast so far then? Sega finally managed to get the console into the shops on 14 October, and the games have been coming thick and fast ever since. From arcade classics like *Sega Rally 2* and *Virtua Fighter 3tb* to highly original games like *Sonic Adventure* and *Toy Commander* – Sega's line up of games for Christmas looks like a sure fire winner!

There's only one magazine that can give you comprehensive walkthroughs, players' guides, cheats and codes for all these excellent Dreamcast releases – Dreamcast Solutions. Inside these pages you will find another bunch of expert game guides, written by the country's leading videogame experts.

This issue you will find a character-by-character players' guide to the fantastic fighting game *Soul Calibur* from Namco. Every special move the game has hidden away is exposed, along with strategies on the best way to conquer this mind-blowing game. There's a whopping 34 guide walkthrough to Acclaim's dark and sinister game *Shadow Man*. Then a step-by-step guide to *Blue Stinger* for those unfortunate enough to by the game, all the special moves and cheats for the hilarious *Ready 2 Rumble Boxing* and a room-by-room trip through French game, *Toy Commander*!

Finally, we have walkthroughs for the final three characters in *Sonic Adventure*, continuing where we left off last issue, and the final tracks in *Sega Rally 2*.

So, there's lots in this issue of Dreamcast Solutions for you to get stuck into. Drop me a line to let me know what you think of the magazine, or if you have any ideas we can implement in a future issue.

Have a great Dreamcast Christmas – see you all in 2000!

Nick Roberts

>Nick Roberts
>**Managing Editor**
>nickr@paragon.co.uk

>Brought you by the makers of Dreamcast Magazine

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>www.dreamcast.net

issue 02

Welcome to your dreams

REGULARS

Cheat News Network

06 **Grab yourself all the latest cheats, codes and passwords for Dreamcast over on page six.** Each issue we scour the world to find all those snippets of information that will make the difference between an okay score and a fantastic score!

Q&A

08 **Have you got a burning question that you need answered?** Well the DREAMCAST SOLUTIONS Q&A is the place to come. Each issue we assemble an expert team of Dreamcast crazed people to answer all the queries you can throw at them! Go on, send in some really tricky questions and test their combined knowledge!

High Score Heroes

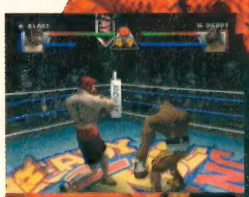
09 **Impress your mates and show off to the world!** If you want to get your most impressive high scores in print, get yourself over to page nine and send them to us!

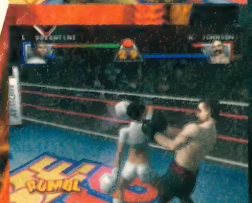
Soul Calibur

10 **It's the greatest fighting game ever to be created!** Namco has really excelled itself with the Dreamcast version of *Soul Calibur* – making a mockery of any *Tekken* game on the PlayStation, and even improving on the arcade version of the game! We now bring you a complete players' guide to the game, with every special move!

Shadow Man

32 **Are you easily scared?** Acclaim is certainly hoping so! Its Christmas hope for Dreamcast is *Shadow Man* – a dark and sinister game that has already done the rounds on Nintendo 64 and PlayStation – but the Dreamcast version is the best one around! We've got the complete walkthrough, so you won't leave any blood soaked stone unturned.





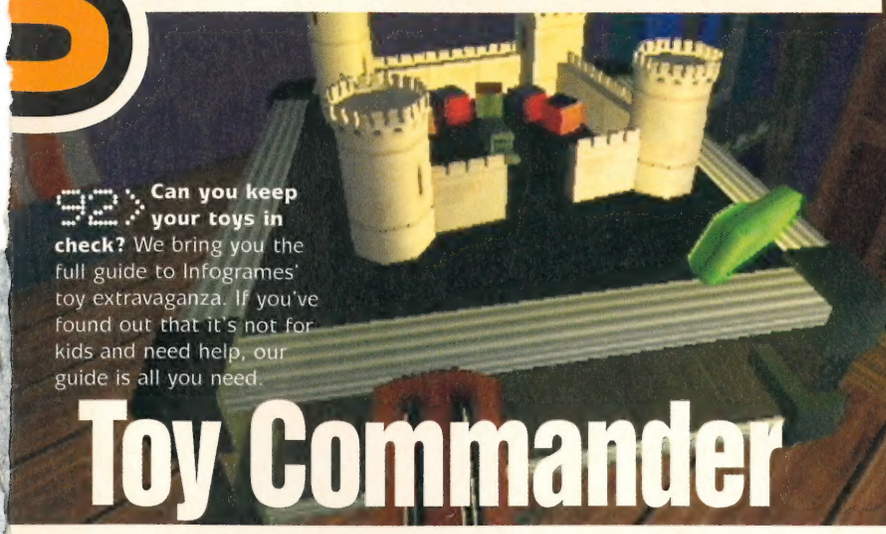
Ready 2 Rumble Boxing

34 **You'll soon be boxing clever with a quick read of our exclusive guide to Midway's *Ready 2 Rumble Boxing*!** We bring you every single special move for all 17 characters, plus a bunch of cheats to make the game a bit more interesting, a guide to creating the ultimate boxer in the championship mode and how to use the hilarious taunts! Ding, ding, round one...

AT A GLANCE

red hot GUIDES

> Have you completed all your new Dreamcast games yet? Well you soon will with a little help from these guides...



92 Can you keep your toys in check? We bring you the full guide to Infogrames' toy extravaganza. If you've found out that it's not for kids and need help, our guide is all you need.

Toy Commander

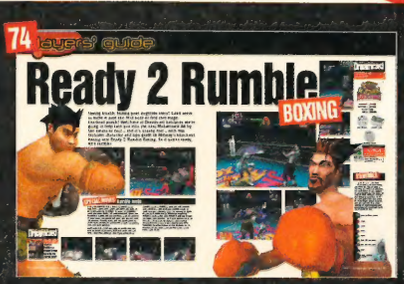
Sega Rally 2

128 The wait is finally over! Last issue we brought you the first three locations in *Sega Rally 2*, and gave you tips on improving your lap times. This time around we finish off the game with a guide to all the tracks in Riviera, Muddy and Isle. Now let's get the show on the road!

Sonic Adventure

105 It's the second part of our exclusive *Sonic Adventure* guide! Now you'll be able to complete the full game, and reach all those bits you might have already missed. The continuation of our intensive guide shows you what to do with the giant robot E-102, Big the Cat and Super Sonic before reaching the ultimate showdown with Chaos. What more could you want? One thing's for sure, Sonic will never be a roadkill victim!

WIN! Once you've completed Piggy Back Interactive's Soul Fighter, relax on us with a health farm break for two! 129



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cheat net netwo

>Late breaking cheats, passwords and secret codes<

In the fast moving world of Dreamcast gaming there are new cheats discovered every day. Here we bring you the latest offerings for the top games.

Hydro Thunder

Access All Tracks in Two-Player Mode

To unlock the secret tracks you must win every race in two-player mode – you will eventually manage unlock all the tracks and all the boats.

Race In A Fishing Boat

Not satisfied with all the boats on offer? Well to play as a Fishing Boat you must first unlock all the hidden tracks. Then, when at the boat selection screen highlight Thresher and then hold **Left shoulder and Right shoulder** buttons and press **View** twice. Then select Chumdinger and you will race in a fishing boat.

Turbo Start

To get a turbo start hold the **Left shoulder** button while the game is loading. As the number three disappears release it and then hold the **Right shoulder** button. As the number two fades reverse the process (ie, release the Right shoulder and hold the Left one). As the number one fades repeat step one (ie release Left shoulder and hold Right one).

Bonus Track

If you think you've finished all the tracks then think again. Before starting a game, go to the options menu and highlight **Back**. Then press **Up, Up, Down, Up, Down, Down, Start** and you will open a new track.

Pen Pen

Play as Hanamizu

To play as the eighth comedy character you must complete all the tracks while earning all silver medals.

Alternate Costumes

To unlock every costume of your character you must finish in first place on all course and course variations twice.

Buggy Heat

Additional Colour

Getting bored of the same old car colours? If so then successfully complete Expert mode to unlock a third colour scheme to brighten up your life.

Extra Buggies

To access some hidden buggies successfully complete Expert mode in first place and you will be rewarded with the Beelzebub Buggy. To access the Jet Buggy achieve 100% on the level checker when building your car.

Additional Expert Races

To gain access to some extra expert courses complete expert mode on the championship difficulty using the Beelzebub Buggy.

TrickStyle

Infinite Time

If you keep on running out of time go to the options screen and choose the cheats selection and then, enter **'IWISH'** as a code and you'll be given infinite time to complete the courses.

Power-up Moves

Having trouble with the power-up moves? The enter the options screen and choose the cheats selection. Then enter **'TRAVOLTA'** as a code and you'll be sorted.

Big Head Mode

All great games have a big head mode somewhere and sure enough there's one in *TrickStyle*. To access these big headed dudes enter the options screen and choose the cheats selection. Then, enter **'INFLATEDEGO'** as a code and low and behold they'll appear!

Speed Board

To access the speed board successfully defeat the boss on the US track and it'll appear.

Trick Board

To access the trick board all you need do is successfully defeat the boss on the Japanese track.

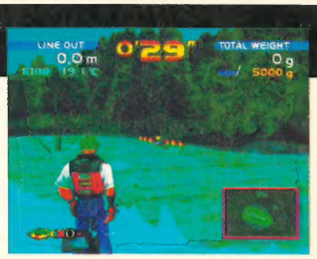
Combat Board

To access the combat board successfully defeat the boss on the UK track.

Quick Start

To get ahead at the start hold **R** when the word 'Go' appears during the countdown and you'll get a flying start.

Sega Bass Fishing



Bonus Practice Levels

To access more Practice levels complete Arcade mode once to unlock three new levels. To access the Palace level in practice mode complete Lake Paradise in Consumer mode. To unlock the Falls level in Practice mode complete Lake Crystal in Consumer mode.

Change Lure Colour

To change the colour of your lure press Up or Down to change the lure colour in Consumer mode.

Sonic Lure

To gain the Sonic Lure complete all five tournaments in consumer mode.

Alternate Clothes and Boat Colour

To get some new clothes and to change the colour of your boat reach the final tournament in Original mode.

Incoming

Cheat mode

To access the cheat mode all you have to do is press **Up, Down, Left, Right, X, Up, Down, Left, Right and Y** at the main menu and all of a sudden it will display a cheat menu with options that include level select, infinite lives, infinite shields, and loads more!

Speed Devils

Access All Cars and All Tracks

Fed up of not having enough money to buy your dream car? Then fear not as you can access all tracks and all the cars. All you have to do is press B, Right, B, Right, Up, B and Up when playing the game.

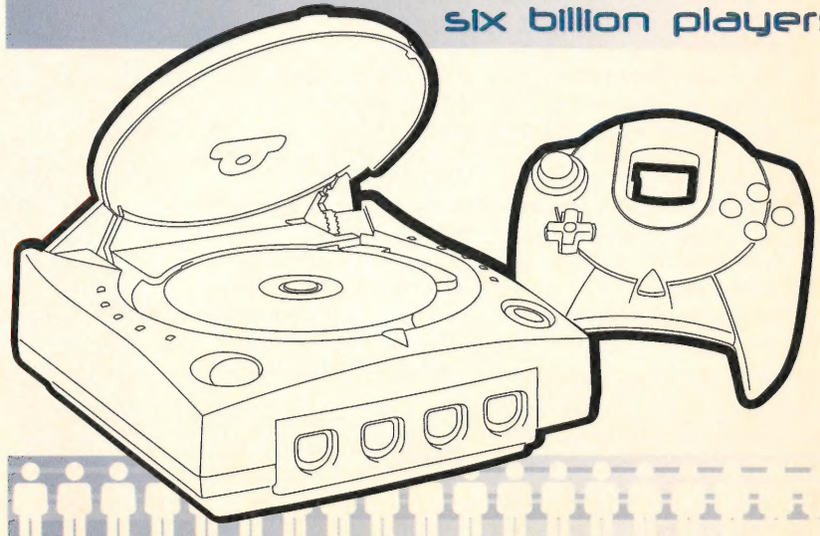
Infinite Nitros

To help you on your way to bust some speed guns try using these infinite nitros. Press Down, Up, Down, Up, A, X and A during the game.

Gain Extra Money

Money makes the world go round, but to earn a few extra bob simply press A, Right, A, Right, Up, B and A as you're driving along and you'll be instantly richer.

six billion players



Questions and Answers

Is there a Dreamcast related question that you've been dying to ask? Well, send it in to Q&A at Dreamcast Solutions are we'll see if we can put you right!

Q I've got a bit of a problem with your *Sega Rally 2* cheats printed in issue one of DREAMCAST SOLUTIONS – they don't work! I have tried everything from entering the moves slowly, entering them quickly, entering them blindfolded – nothing seems to work! Do you have an explanation for me, or am I just crap?
Simon Roges, Harrogate

A When we started DREAMCAST SOLUTIONS we pledged to check every cheat before we printed it – and that is exactly what we did! We checked the *Sega Rally 2* cheats with the version of the game that Sega sent us for review, and it worked a treat! Sadly, it looks like the powers that be at Sega decided to change the code of the game before duplicating the game for the UK, and the cheats now don't work on the finished version! Thanks a lot Sega! As soon as we find some UK cheats we will print them, but unfortunately none have surfaced yet!

Answers needed

Q I have £200 saved up and I plan on getting a Dreamcast and *Soul Calibur* for Christmas. The games look amazing, especially *Soul Calibur*, *Resident Evil: Code Veronica* and *ShenMue*. However, I would like to ask some questions...
1. Why does the Dreamcast cost £250 in Ireland?
2. How much will the Zip Drive cost and when will it be released?
3. Will the Zip Drive and Dreamcast use passwords?
4. When will coloured joypads become available?
5. Will an upgradeable modem become available?

My friend says there will be a lock on the Internet access on the Dreamcast and certain sites won't be available. Is this true?
Thomas Kennedy, via email

A Questions, questions, questions. Let's go from the top. We have no idea why they cost an extra £50 in Ireland, but it's probably something to do with import costs. No price has yet been set on the Dreamcast Zip Drive but you can expect to see them sometime in Spring 2000. Likewise there will be coloured joypads at some stage as they've just come out in Japan, but again no date for a UK release has been set. Another affirmative is that there will be an 56K modem available sometime in the future – again dates are still hazy. Finally, yes there will be a lock on certain sites of the Internet, but only on ones which you shouldn't be looking at any way – it all works on the age you register when you log on to Sega's DreamArena.

Get connected

Q I'm thinking of hooking up to the Internet. The Sega Dreamcast looks an excellent machine to do this. At £199.99 it seems great value for money compared to PCs, but I am wondering, will it be possible to use my Dreamcast Internet disc with a phone line other than BT? My phone line is provided by Cable & Wireless. I've read that Dreamcast users have a unique ISP provided between Sega and BT and have made many calls to Sega, but they did not know if the disc would allow me access to the Internet through a phone line other than BT. Please help.
Paul Bradley, Derby

A Although BT is the official ISP for the Dreamcast you will still be able to access the internet via other telephone companies. Sega would be mighty foolish if they restricted the Dreamcast's Internet capabilities by forcing people to use BT. So our advice is get out to the shops and get that Dreamcast!

contact

If you've got a question you want answered, drop us a line...

Address Dreamcast Solutions
Paragon Publishing
St Peter's Road
Bournemouth
BH1 2JS

I'm Shunned

I bought your first issue, and may I just say how fantastic I thought it was! It has really helped me to get started on *Sonic Adventure*, and I have got more out of the game that I would have done if I had tried to play it on my own. My problem is with your other big guide – *Virtua Fighter 3tb*. Do you realise that the moves you have printed for Shun-Di are the same as the ones for Lu Kang? Please print the correct ones as Shun Di is my favourite character in the game!

Nigel Harris, Brighton

We just can't apologise enough for the slip up with the moves Nigel. We blame the sausage-fingered designer we had working on the magazine last issue. Needless to say we have banished him from these pages, so a similar mistake (hopefully) won't happen again! Here are the moves for Shun Di in full...

COMPLETE MOVES LIST

General Attacks	Method
Punch	P
Punch-Kick two-in-one	P, K
Double Punch	P, P
Twin Punch Low Evade	P, P, d+M
Twin Punch into Kick	P, P, d+K
Twin Punch Combo	P, P, d+K, G
Twin Punch, Double Kick Combo	P, P, d+K, K
Twin Punch into Kick Crash	P, P, d+K, K, G
Twin Punch Evade	P, P, M, M
Punch into Spiral Kick	P, P, M, d+K
Double Punch into Spinner	P, P, M, d+K, G
Double Punch into Double Kick	P, P, M, d+K, K
Double Punch into Low Kick	P, P, M, d+K, K, G
Double Punch into Moving Uppercut	P, P, M, P
Double Punch into Uppercut	P, P, P
Low Jab	d+P
Low Punch	D+P
Low Push	db+P
Push into Sweep	DB+P, K
Sweep	d+P+K
Twin Sweep	D+P+K, K
Triple Sweep	D+P+K, K, K
Low Thrust Kick	d+K
Spiral Kick	db+K
Spiral Kick into Fall	db+K, G
Spiral Kick into High Strike	db+K, K
Spiral Kick Combo	db+K, K, G
Lunging Sweep	df+K+G
Hand Dagger	d, f+P
Hand Dagger into Fist	d, f+P, b+P
Rising Uppercut	df+P
Palm Strike	D, f+P
Knuckle Duster	f+P
Twin Knuckle Combo	f+P, P, P, K
Lunge Uppercut	b, df+P
Push Punch	P+K
Push Punch Combo	P+K, K
Uppercut Combo	df+P, P+K
Super Uppercut Combo	df+P, P+K, K
Punch-Kick two-in-one	f, f+P+K
Backstep Strike	ub+P+K
Whirlwind Punch	uf+P+K
Side Step Kick	df+K
Waterfall Kick	f, f+K
Falling Kicker	b+K
Donkey Drive	u+K
Drop Smash	ub+K
Rising Kick	uf+K
Sway Kick	df+K+M
Moving Waterfall Kick	f+K+M
Moving Waterfall kick follow-on	f+K+M
Leaping Spinner	K+G
Leaping Spinner Kick Combo	K+G, P
Tail Kick	d+K+G
Triple Hop Kick	b+K+G
Twin Kick	K, K
Twin Kick into Fist Blow	K, K, d+P
Twin Kick into punch	K, K, P
Kick	F+K
Sliding Kick	K+M
Log Double Kick	db+K+G
Log Double Follow-on	db+K+G
Reverse Roll and Elbow	d, U+P
Forward Roll and Elbow	d, U+P
Strong Punch	F+P
Backhand Step Out	b+M, P
Back Knuckle Slap	b+P
Drive Punch	b, f+P
Double Drive Punch	b, f+P, P
Triple Drive Punch	b, f+P, P, P
Backward Evade into Punch	ub+M, P
Evading Punch	P+M
Twin Fist Strike	b+P+M
Twin Fist Strike Kick	ub+M, P+K
Double Fist	K
Lunging Double Fist	UB+P
Backing Punch	UF+P
Back-up Sweep	d+P
Push Kick	d+K
Twin Push Kick	P+K
Sit Down	P+K, K
Low Sweep then Stand up	d, d
Flip Kick then Stand up	sitting, d+K
Swig Drink then Stand up	sitting, K
Lie Down	sitting, P+K+G
Sweep then Stand	sitting, d, d
Knife Kick	lying, d+K
Knife Kick Follow-on`	lying, F+K
Shove Kick	lying, F+K
Shove Kick into Drive Punch	lying, K
Shove Kick Combo	lying, K, P
'Too Much for me' Combo	lying, K, P, d+K
Elbow Ground Assault	lying, K, P, d+K, G
Backward Foot Stamp	df+P
Forward Foot Stamp	u+P
Handstand	u+P
Back Flip	f, b
Hop Forward	u+P+K
Hop backwards	handstand, b
Stand Up	handstand, f
Elbow Smash	handstand, u
Continuous Kick	handstand, P+K
Donkey Kick	handstand, K
Hand Smash	handstand, K+G
Water Wheel Kick	handstand, P+G
Swig Drink	Dashing+K
	d+P+K+G

Throwing Attacks	Method
Punch Barrage	P+G
Should Switch	df+P+G
Elbow Down Fall	b+P+G
Spinning Back Strike	b, df+P+G
Bum Basher	P+G
Deadly Reverse Strike	b+P+G

high score heroes

Bring it on!

So, you've unpacked your Dreamcast, you've played your favourite game to death and don't know what to do with all those high scores that you are just dying to show off to the world. Well, here's your chance to pamper your swelling ego by proving that you are the best gamesplayer in the whole wide world. All you have to do is send in your high scores to us and we'll print the best times/ scores each month. You never know, if you do, you might just earn yourself a prize.

How To Send In Your Scores

1. Play any Dreamcast game and get yourself a top score – one which is better than you mates can even think of.
2. Use a camera or video recorder to capture the evidence of your amazing feat!
3. Send in your video or photographs to us with a letter detailing your scores and your name and address. We will scrutinise your efforts and weed out all the fakes, then print them in a forthcoming issue of DREAMCAST SOLUTIONS!

The address is...
High Score Heroes
Dreamcast Solutions
Paragon Publishing
St Peter's Road
Bournemouth
BH1 2JS

Note: If you want your photographs or video back please make sure you include a stamped addressed envelope or jiffy bag and we'll return them to you.

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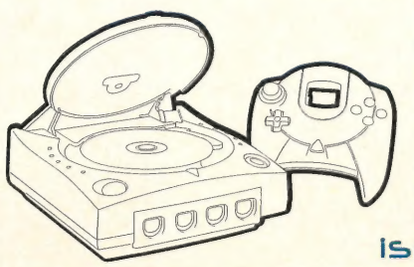


issue three out now

Soul Calibur

essential information for Dreamcast magazine says

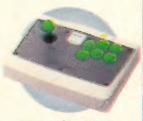
"Soul Calibur is the greatest beat-'em-up ever developed!"

essential information for Dreamcast magazine

Soul Calibur

Publisher	Sega
Developer	Namco
Origin	Japan
Price	£39.99
Genre	Beat-'em-up

two players


arcade stick

vibration pack

modem

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

Soul Ca

GENERAL STRATEGIES

Air Control

If you are familiar with recent fighting games on other consoles then you may be familiar with 'juggle' combos. This means that the opponent (or you) can be knocked into the air and then continuously attacked without being allowed to hit the ground. Needless to say this is quite nasty as an experienced player can annihilate an opponent in quite frankly an embarrassing manner. Thankfully the folk at Namco have provided a solution to

From the masters of the fighting game – Namco – comes the greatest experience you can have with a Dreamcast! Move over Tekken, don't make me laugh Virtua Fighter – Soul Calibur wins hands down!

"All characters in the game have throws. These are not only visually extravagant but are guaranteed to mash your potato!"

[1] As Kilik has just discovered, it doesn't matter how big your stick is, because there's always someone who can jump over it. [2] Maxi gives Hwang a taste of pain, courtesy of a pair of nunchuks. [3] It's a battle of the choppers as Siegfried and Mitsurugi get 'em out for the lasses. [4] Sophitia and Taki are evenly matched – they both move like greased lightning! [5] Lizardman's skull blocks Mitsurugi's strike.

this tricky situation. When knocked into the air hold the D-pad in the direction you wish to fall and you will drift that way. This can come in particularly handy when being juggled at the edge of the ring. While quick thinking can get you out of trouble, bad judgement could mean guiding yourself further into the path of enemy attacks or even rolling yourself out of the ring. You have been warned.

Recovery Attacks

In the move lists you will occasionally see moves like this... G,u (land) a or b. This means that while you are falling back through the air after being knocked off your feet, you can land on your feet and perform an attack immediately upon landing. Practice this technique as it will leave your opponent less opportunity to perform follow up attacks.

Tech Roll

Some attacks will stun you momentarily – your character will usually hold their stomach and their knees will buckle. This is an extremely vulnerable state for you as your opponent can have a field day with you. The solution? Hold G and press in any direction while stunned – this will enable you to recover quickly.

Throw Escapes

All characters in the game have throws. These are not only visually extravagant but are guaranteed to mash your potato! Players familiar with the *Tekken* games by Namco may be aware that there are ways of escaping throws. The *Tekken* method is to respond with your own throw simultaneously. However, unless you anticipated the move you are often toast.

Escaping throws in *Soul Calibur* is slightly easier. By pressing 'a' or 'b' during your opponent's grab you can repel them. Which button you must press depends on which throw your opponent is using (either a+b or b+g) – rumour has it that each throw has it's own particular sound. Escaping throws successfully will become easier with practice.

8-Way Run

The 8 way run system is probably the defining point of *Soul Calibur*. Often in the past, supposedly 3-D games have been criticised for being 3-D only in graphics, while the actual fighting remained along an axis. While some games have flirted with moving in and out of the foreground/background (*Fatal Fury*) or offering sidesteps (*Tekken*), there has been no real incentive to use the 3-D movements other than as a surprise or for novelty.

In *Soul Calibur*, not only does the analogue joystick make it feel more natural to circle your opponent, there are a vast number of moves available while circling. There are also now additional throws to the standard front and rear, the left side and the

continued ›

players' guide

right both have their own unique throws. It is now tactically advantageous to be on the move all the time and it makes for more fluid and intense play. Master this.

Button Slides

In the move lists you will see notations without commas such as these: ab or bk. What this means is that you must slide your fingers from the first button rapidly to the second. In some cases it will allow you to add an extra move, in others it will change the attack completely. This is not a common convention amongst fighting games and is tricky to master at first but opens up many more attack possibilities.

Delays

This function means that you can delay a strike by holding down a button instead of tapping it. Button notations in the move-lists that are capitalised (A, B or K, for example) mean that you hold

4

5

[1] Hwang leaps in the air, and sends Taki flying in the process... not very gentlemanly! **[2]** Nightmare – Seigfreid's dark alter-ego – enters the ring. Pray you don't fall under the power of the deadly Soul Edge. **[3]** Sophitia undergoes a bout of training, courtesy of Soul Calibur's resident guru, the Edge Master. **[4]** Sophitia distracts Marilyn Manson lookalike Voldo. **[5]** Kilik is one of the fastest characters in the game. **[6]** Once Mitsurugi gets going, there's not much you can do to avoid his sword strokes. **[7]** Nightmare and Ivy duke it amongst the wonders of an Italian court... we doubt they're admiring the scenery though!

6

7

the button down in order to get the delay effect.

For example, Mitsurugi may perform his leg sweeping cut with [dr, a] this executes a fast cut. Alternatively he could perform [dr, A] which means he would draw his sword back but pause for a moment then perform the rest of the manoeuvre. Delays will confuse or surprise your opponents, and more often than not sucker them into lowering their guard.

Another property of the delay technique is that it can charge up the delayed strike into an unblockable attack or throw. Examples of these are Sophitia's Silent Stream attack and Astaroth's Axe Strike combos.

Rising Moves

These are indicated by (WR) in the move lists (for example, (WR) a or (WR) b+k). It's short for 'When Rising', meaning that when you go from crouching down to standing up, pressing an attack button or combination of buttons at the same time will result in a rising attack. All characters have rising moves and they are often powerful enough to lift or stun your opponent.

Guard Impact

This technique was first seen in *Soul Blade* on PlayStation, the predecessor to *Soul Calibur*. It repels your opponent's attacks and gives you attack priority for a brief second. The manoeuvre is performed thus: f+g (upper) or df+g (lower). You tap forward and press the guard button at the same time in order to coincide with your enemy's attacks. This is best used against quick attacks. When performed correctly there will be a green spark and your opponent will be stunned and prone for a moment. The tricky part is the timing – you may perform the move too soon and give away your plan, or too late and lower your guard, receiving the full impact of the blow.

While this may be a painstaking technique to perfect, the advantages of being able to turn your opponents' attacks into their undoing are more than worthwhile. Some characters have guard impacts woven into their moves, so that if attacked during such a move, they would immediately launch into a counterattack. Examples of this are Kilik's Monument and Mitsurugi's False Purification.

Parrying

The alternative to repelling a blow is to parry it. The manoeuvre is performed like this: ⇦+g or ⇗ +g. Again the timing is pretty tricky for this and it is best used against slow, heavy attacks. There will be a green flash and your opponent will then be pulled forward leaving their side exposed. From here it is easy to pull off a throw from the side.

Weapon Stripping

Ever wanted to knock your opponent's weapon out of the way and then go in for the kill? If so then seek professional help. In the context of this game, however, it is an interesting tactic. Characters such as Mitsurugi and Kilik tend to have their weapons outstretched in front of them in their regular stances. A horizontal attack that clips your opponent's weapon will force it out of the way allowing you a clean hit against your enemy.

For the more daring players, try to attack your opponent's weapon while he or she is in mid-attack. While this is possible, it is by no means easy.

Guard Cancelling

This technique is great for players that like to tease their opponents! Tapping 'g' during most moves will cancel them, This is noted for many of the unblockable moves, but it works for nearly all the moves from a standing position.

Soul Charge and Spirit Charge

There is a technique for powering your character up known as the Soul Charge. To perform Soul Charge press: A+B+K , if you release the buttons before finishing the charge you will Spirit Charge instead, think of it as half a Soul Charge. Alternatively halfway through a Soul Charge you can tap the guard button (g) to cancel and go straight into a Spirit Charge.

While you are charging up you are prone to attack so pick your moments well. After performing a Soul Charge you will glow green and your attacks will all function as counter-attacks, meaning you can take the offensive and use attacks that do more damage as counters. An example might be Cervantes' Cannon Flare, the second part of the attack will only occur on a counter-attack.

The Spirit Charge, which is the lesser version makes you glow yellow and while in this state certain moves are powered up or become unblockable. While this all may seem daunting at first, practice and experience will make it all clear.

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players' guide

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SECRETS

soul calibur

Picture Gallery Secrets

This is a list of all the pictures in the Art Gallery and what you get when you buy them. They are numbered accordingly. Buy the number to get the Prize!

New Art Card Categories

02, 06, 14, 18, 45, 55, 90, 103, 126, 149, 159, 203, 217, 266-294 – Free Art, 295-322 – Free Art.

New Missions

03 Silk Road Ruins 1
05 Harbour of Souls 1
10 Maze of the Dead 1
21 Silk Road Ruin 2
26 Shrine of Eurydice 1
27 Palgaea Shrine 1
34 Emperors Garden 1
37 Money Pit 1
40 Takamatsu Castle 1
56 Hoko Temple 1
60 The Adrian/Fortress 1
65 City of Water 1
81 Ost/burg Castle 2
82 Valentine Mansion 1
84 Water Labyrinth 2
93 Harbour of Souls 1
101 Silk Road Ruins 3
106 Maze of the Dead 2
116 Shrine of Eurydice 2
117 Palgaea Shrine 2
122 Kunpaetku Shrine 2
132 Takamatsu Castle 2
134 Money Pit 2
143 Emperor's Garden 2
148 The Colosseum 2
169 Hoko Temple 2
178 Valentine Mansion 2
180 The Adrian/Fortress 2
182 City of Water 2
188 Water Labyrinth 2
199 Proving Grounds 2
215 Ost/burg Castle 3

New Features

15 Character Profiles
39 Xianghua's Costume
54 Exhibition Theatre (Museum Mode)
58 Sophitia's Costume
70 Maxi's Costume
94 Voldo's Costume
137 Exhibition Theatre: Taki
155 Exhibition Theatre: Voldo
167 Extra Survival Mode
177 Exhibition Theatre: Sophitia
179 Opening Direction
183 Exhibition Theatre: Nightmare
189 Exhibition Theatre: Astaroth
198 Exhibition Theatre: Hwang
207 Exhibition Theatre: Yoshimitsu
224 Weapon Select: Press L
225 Exhibition Theatre: Lizardman
229 Exhibition Theatre: Siegfried
230 Exhibition Theatre: Maxi2Weapons
233 Exhibition Theatre: Rock
239 Exhibition Theatre: Seung Mina
251 Exhibition Theatre: Cervantes
256 Exhibition Theatre: Edge Master
265 Metal Model Mode: Press R

New Stages

19 The Colosseum
31 Kunpateau Shrine
32 Takamatsu Castle (Winter)
68 Proving Grounds (Twilight)
79 Maze of the Dead
83 Emperor's Garden (Autumn)
104 Kunpaetku Shrine
123 Silk Road Ruins (Night)
130 Chaos

NOTE: All the rest are just pictures (there are 338 in all). You must get all 338 for other extra features. All extras will not come from buying art!

Gold Title Screen

After obtaining all 338 pictures from the Art Gallery, a new black and white title screen appears. Beat every mission in Mission Battle and it will have a gold tint.

New Title Screen

Beat the game with Inferno to get a new title screen.

Play as Cervantes

The boss of *Soul Edge* returns but this time as a regular contender, he is no longer under the influence of the demon swords and he wants them back...badly. To play as Cervantes finish the arcade mode with every character, this includes all the new ones that are unlocked. Once you have done that Cervantes will become playable.

Play as Edge Master

You will first meet the Edge Master in the Mission Mode, to make him a playable character you must beat the game with all characters (including Cervantes). The Edge Master imitates other characters randomly, switching weapons every round. He also has his own version of everyone's weapon, though within a short time you will be able to tell immediately who he is. The Edge Master does have some exclusive moves of his own. If he is impersonating Kilik or Seung Mina the following move is available...

When Running: ⇧ or ⇩+a, a, a

Play as Inferno

In order to unlock Inferno you must first unlock all the other characters, stages, and bonuses. Select Xianghua and her third outfit. Play through and complete the game with her. Inferno will then be unlocked. Like the Edge Master, Inferno imitates other characters and switches moves every round. He does have some exclusive moves of his own however. Though the availability of these moves depend on the character he is impersonating...

b, ⇧
k, ⇧
k, ⇧, g
k, ⇧, b
k, ⇧, b, g

Another way of verifying which moves are available is to pause the game mid-fight and check the characters move list. Inferno's moves will be added to the existing moves so search carefully.

Secret Dojo Mission

First finish all the missions, including all the extra missions (they appear after you finish the two Chaos stages). On the mission select screen, go to the eastern most map. Move your pointer over the Korea area. When you pass over the secret mission, you will hear the 'zip' noise you hear when you pass over any other mission; you will not be able to see it when you land on the location.

There are five missions in this location. Each stage has a random combination of conditions from the previous missions.

Secret Swamp Mission

First finish all the missions, including all the extra missions (they appear after you finish the two Chaos stages). On the mission select screen, go to the western most map. Move your pointer over the middle of the upper right area of the screen (somewhere around Poland). When you pass over the secret mission, you will hear the 'zip"' noise you hear when you pass over any other mission; you will not be able to see it when you land on the location. There are two missions in this location. Each stage has a random combination of conditions from the previous missions.

SPECIAL MOVES

Before you start...

For this guide we will be utilising the 'arcade' notations for special moves. What this means is that instead of referring to the actual buttons on the Dreamcast joypad (which you could re-assign making our guide redundant) we will be referring to the arcade buttons for the game which are...

A: Horizontal Slash
B: Vertical Slash
K: Kick
G: Guard

By default the Dreamcast keys are mapped like this...

A (horizontal): X
B (vertical): Y
K (Kick): A
G (Guard): B

Those familiar with *Soul Calibur*'s predecessor *Soul Blade* on the PlayStation (or the arcade version *Soul Edge*) will already be familiar with these conventions. For those of you who have never played either *Soul Blade* or *Soul Calibur* before, this may be tricky to get your head round at first. It will feel natural once you put the moves into practice.

In the game's built in move list , the notations can be switched between Arcade notations (which we use) and Dreamcast notations.

D-PAD POSITIONS

All moves assume your character is standing in the left of their opponent. Reverse the D-pad commands if you are standing to the right.

u Tap up in reverse direction
↑ Tap up
↗ Tap up in forward direction
← Tap in reverse direction
→ Tap in forward direction
↙ Tap down in reverse direction
↓ Tap down
↘ Tap down in forward direction
– Neutral position
↖ Hold up in reverse direction
↑ Hold up
↗ Hold up in forward direction
← Hold in reverse direction
→ Hold in forward direction
↙ Hold down in reverse direction
↓ Hold down
↘ Hold down in forward direction

Button Conventions

a Tap A button
A Hold A button
b Tap B button
B Hold B button
k Tap Kick button
K Hold Kick button
g Tap Guard button
G Hold Guard button

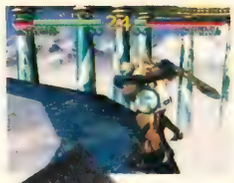
Attack Positions

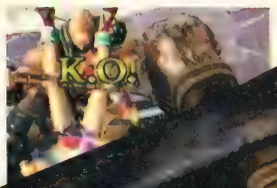
(BK) Back to opponent
(FC) Full crouch
(WR) While rising
(land) As you land after being knocked off your feet
(turn) Turned with back facing opponent
(down) While you are laying down
(near) Close range in front of opponent
(left) Close range on left side of opponent
(right) Close range on right side of opponent
(back) Close range behind opponent
(air) While you are in the air
(oFC) While opponent is in full crouch
(oair) While opponent is in the air
(odown) While opponent is down

Other Info

X or Y Means that commands are interchangeable
XY X immediately followed by Y (note the lack of a comma)
X+Y Press X and Y at the same time
(Where X and Y are any two different buttons)

Astaroth





Special Attacks

Annihilation	a, a
Destruction	a, b
Grip Shot	⇨, a
Grip Shot to Axe Volcano	⇨, a, b
Tornado Spike Feint	⇨, ➡, a
Tornado Spike	⇨, ➡, A, b
Vicious Circle	⇩, a
Hades Break	⇩, a
Discus	⇗, a
Hades Control	⇦, a
Hades Divide	⇦, ⬅, a
Poseidon tide	⇩, ⇗, ⇦, a, a, a, a, a
Jumping Hades Break	G, ⇧ (land) a
Decapitator	⇧, a
Reverse Spiral Axe	(WR) a
Bear Tamer	b, a
Bear Tamer Alternate	b, ⇦, a
Great Divide	b, b
Axe Side Divide	b, b, ⇨
Axe Butt	b, ⇨
Axe Side Cannon	⇨, b
Axe Crash	⇨, ➡, b
Axe Volcano	⇘, b
Hades	⇩, b
Axe Grave	⇨, b
Bear Fang	⇦, b
Canyon Creation	⇦, ⬅, b
Falling Divide	G, ⇧ (land) b
Jumping Divide	⇧, b
Hades Rising	(WR) b
Bull Kick	k
Hades Knee	⇨, k
Bull rush	⇨, ➡, k or (FC) ⇘, k
Dark Tamer	⇨, k, a
Bull Low Kick	⇩, k
Hades Sweep	⇗, k
Command Kick	⇦, k
Lower Command Kick	⇦, ⬅, k
Base Command Kick	G, ⇧ (land) k
Dive Kick	⇧, k
Rising Cyclone	(WR) k, a
Titan Axe	a+b
Titan Swing Right	⇘, a+b
Tidal Wave	⇦, a+b
Guard Crusher	b+k
Body Splash	⇨, b+k
Axe Lower Cannon	⇘, b+k
Demented Moon	⇩, ⇘, ⇨, b+k
Side Divide	(turn) b+k

8 Way Run

Tornado Spike Feint	⇨ or ⇘ or ⇗, a
Tornado Spike	⇨ or ⇘ or ⇗, A, b
Poseidon Crest	⇧ or ⇩, a, a
Discus	⇗ or ⇖, a
Hades Divide	⇦, a
Axe Crash	⇨, a
Axe Volcano	⇘ or ⇗, b
Hades Cannon	⇧ or ⇩, b
Canyon Creation	⇦ or ⇙ or ⇖, b
Sliding	⇨, k
Bull rush	⇘ or ⇗, k
Stamp of Hades	⇧ or ⇩, k
Lower Command Kick	⇦ or ⇙ or ⇖, k
Titan Swing Right	⇖ or ⇧ or ⇗, a+b
Titan Swing Left	⇙ or ⇩ or ⇩, a+b

Throws

Maelstrom Drive	(near) g+a
Colossus	(near) g+b
Titan Bomb	(near) g+b, ⇨
Flight of the Wicked	(near) g+b, ⇦
Wrath of the Damned	(oair) g+b
Drop of Lava	(oFC) ⇘, g+a
Burial	(odown) ⇩, a+b or (odown) ⇩, b+k
Beat Down	(left) any throw
On Silent Wings	(right) any throw
The Rack	(rear) any throw

essential information 2

Dreamcast Solutions

Astaroth

Name:	Astaroth
Weapon:	Giant Axe
Weapon Name:	Klsdc Py Gyst
Style:	Glkks
Age:	3
Birth date:	September 3rd
Family:	None
Birth Place:	Unknown
Height:	6ft 4
Weight:	209lbs
Blood Type:	None

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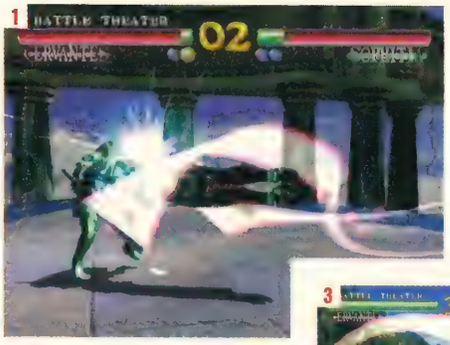
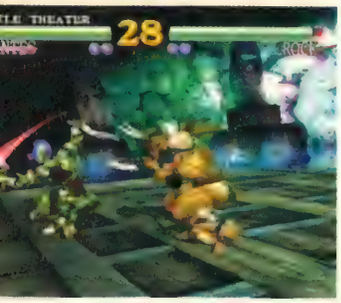


[1] The special effects in Soul Calibur will blow your mind! [2] Cervantes has a very large weapon! [3] You've got to be fast to win! [4] Taki is a tough opponent.

Cervantes

Dreamcast Solutions
Cervantes

Name:	Cervantes De Leon
Title:	The Immortal Pirate
Weapon:	Long Sword and Pistol Sword
Weapon Name:	Achron and Nirvana
Style:	Memories or Soul Edge
Age:	Stopped at 48
Birthdate:	Jan 1st
Family:	Parents deceased, killed all of his crew but has no recollection of this.
Birthplace:	Valencia, Spain
Height:	5'10"
Weight:	176 lbs
Blood Type:	None



Special Attacks

Soul Wipe	a
Soul Swing	a, a
Crush Keel	a, ⇨
Merciless Wave	a, ⇦ or aga
Merciless Stab	a, ⇦, b or aga, b
Merciless Needle	a, ⇦, b, b or aga, b, b (can be delayed)
Lagging Wave	⇨, ⇨, a
Scissor Wave	⇩, a
Dread Wave	⇩, a (or A for delay)
Dread Lifter	⇨, a, b (or A, b for delay)
Bridgette Wave	⇦, a
Bridgette Slice	⇦, aa
Tornado Slice	⇦, ⇦, a
Full Sail Hoist	(WR) a
Full Sail Anchoring	(WR) a, b
Full Sail High Tide	(WR) a, B
Pirates Cross	ab
Scissor Lifter	⇘, ab
Dread Pressure	⇙, ab
Kraken Pressure	⇙, aB
Galleon Eraser	a+b
Eraser Wave	a+b, a
Armada Eraser	a+b, b
Wind Slash	⇨, a+b
Gale Slash	⇨, a+b, b
Slant Cross	⇘, a+b
Killer X	⇩, a+b
Eternal Curse	⇙, a+b (g to cancel)
Bloody Hoist	⇦, a+b
Cross Bone Divider	⇦, ⇦, a+b
Cross Bone Splitter	⇦, ⇦, A+B
Iceberg Circular	⇖ or ⇧, a+b
Killer X Crawler	⇗, a+b
Flying Dutchman	(FC) a+b
Dread Pressure Aft	(BK) a+b
Pirates Scheme	a+k
Anchor Whirlpool	⇙, a+k or (WC) a+k
Blade Storm	b
Hail Storm	b, b (can be delayed)
Wild Storm	b, b, b
Bloody Storm	b, b, ⇩, a
Storm Flare	b, b, ⇦, a
Storm Generate	b, ⇩
Sail Stab	⇨, b
Sail Nautilus	⇨, b, b
Bile Lunges	⇨, ⇨, b
Cannonball Lifter	⇘, b
Cannon Flame	⇘, b, b
Spike Anchor	⇩, b
Slay Storm	⇙, b
Bloody Hilt	⇦, b
Bow Breaker	⇦, ⇦, b
Devastator	(WR) b
Surprise Wave	ba
Quick Hail Storm	bgb
Quick Wild Storm	bgb, b
Quick Bloody Storm	bgb, ⇩, a
Quick Storm Flare	bgb, ⇦, b
Pirates Tactic	b+k
Fang Cross	⇨, b+k
Grand Anchoring	⇩, b+k
High Tide	⇩, B+K
Night Raid	⇙, b+k
Merciless Raid	⇙, B+K
Shadow Flare	⇦, b+k (g to cancel)
Anchor Kick	k
Anchor Gusty Kick	k, ⇨
Anchor Knee Kick	⇨, k
Head Scratch Kick	⇨, ⇨, k
Anchor Middle Kick	⇩, k
Anchor Bow Kick	⇩, k
Anchor Marooned Kick	⇙, k
Anchor Spin Kick	⇦, k
Anchor Steep Kick	⇦, k, k
Galleon Sinker	⇦, ⇦, k
Anchor Revive Kick	(WR) k
Head Snap Kick	kb or ⇨, kb or ⇨, ⇨, kb
Anchor Bow Heel	⇩, kb

8 Way Run

Lagging Wave	⇨, a
Dishonest Wave	⇘ or ⇗, a
Gibbering Wave	⇩ or ⇧, a
Gibbering Torpedo	⇩ or ⇧, a, a
Gibbering Pressure	⇩ or ⇧, a, b
Tornado Slice	⇙ or ⇦ or ⇖, a
Windmill	⇧ or ⇩ or ⇨, a+b
Killer X Crawler	⇘ or ⇗, a+b
Dread Charge	⇙ or ⇖, a+b
Cross Bone Divider	⇦, a+b
Cross Bone Splitter	⇦, A+B
Bile Lunges	⇨, b
Cannonball Lifter	⇘ or ⇗, b
Cannon Flare	⇘ or ⇗, b, b
Port Side Needle	⇧, b
Starboard Needle	⇩, b
Riot Storm	⇙ or ⇖, b
Bow Breaker	⇦, b
Sliding	⇨, k
Head Scratch Kick	⇗ or ⇘, k
Anchor Starboard Kick	⇩, k
Anchor Portside Kick	⇧, k
Anchor Swirl Kick	⇖ or ⇙, k
Galleon Sinker	⇦, k
Pirates Scheme	Any direction a+k
Pirates Tactic	Any direction b+k

Special Stance: Dread Charge

Dread Charge	⇩, ⇙, ⇦ (g to cancel)

During Dread Charge

Dread Dash	⇨
Dread Slash	a (g to cancel)
Sadistic Mage	⇩, a
Sadistic Archmage	⇩, a, a
Geo Da Ray	b
Sadistic Sweep	k

Throws

Sadistic Cross	a+g
Cannonball Split	b+g
Figurehead Break	(left), any throw
Jolly Roger Hoist	(right), any throw
Flash Flood	(rear), any throw
Storm Generate	b, ⇩
Bile Lunges	⇨, ⇨, b

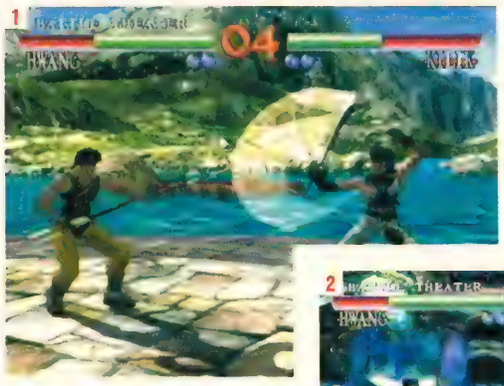
Hwang

essential information

Dreamcast solutions

Hwang

Name:	Hwang Sung Kyung
Weapon:	Chinese Sword
Weapon Name:	Blue Thunder
Style:	Hwang's Long Blade
Age:	28
Birth date:	August 8th
Family:	Parents Deceased. Master Seung Han Myong
Birth Place:	Chi-Ri San, Lee Dynastiy Korea
Height:	5ft 7
Weight:	137lbs
Blood Type:	AB



[1] When Hwang and Kilik get together you know you're in for a long and tough battle. Both have some seriously impressive special moves. [2] With an axe that big, you don't want any trouble!

Special Attacks

Heavy Claw Flames	a, a, b
Base Return Blade	ab
Sunset Dance Thrust	ak, b
Rapid Sunset Dance	ak, k
Burning Slash	⇨, a
Void Shatter Slash	⇨, ➡, a
Parting the Storm	⇨, a, a, b
Leg Cutting Strike	⇩, a
Dimension Shatter Slash	⇨, a
Pulling Inner Strike	⇦, a
Jolting Inner Strike	⇦, ⬅, a
Diving Sweep Slash	G, ⇧ (land) a
Diving Wind Divide	⇧, a
Falling Raven Bite	(WR) a
Parting Flames	b, b
Hail Storm	ba
Forced Flames	bk
Thrusting Slash	⇨, b, a
Thrusting Slash Feint	⇨, b, b
Splitting Red Sky	⇨, ➡, b, b
Forced Flame Divide	⇩, b
Broken Divide	⇩, b
Opening Void Slash	⇨, b
Inner Shatter Split	⇦, b, b
Inner Shatter Slash	⇦, b, b, b
Piercing Heavens	⇦, ⬅, b
Cloud void	G, ⇧ (land) b
Striking Void	⇧, b
Cloud void	(WR) b
False Diving Thrust	(WR) ba
Radiant Cross	(FC) ⇘, b
False Radiant Cross	(FC) ⇘, b, b
Bullet Kick	k
Falling Willow	kb, b
Flamingo Bite	⇨, k, k
Circular Heaven Kicks	⇨, ➡, k, k, k
Falcon Bite	⇘, k
Mountain Shatter Kick	⇩, k
Falling Mountain Kick	⇩, k, k
Inner Water Kick	⇗, k
Sunset Dance Circle	⇗, ka, a, b
Rapid Sunset Circle	⇗, ka, a, k
Temple Kick	⇦, k
Liquid Kick	⇦, ⬅, k, k
Hiding Leg Sweep	G, ⇧ (land) k
Shatter Star Kick	⇧, k
Handstand Kick	(WR) k
Twin Heavens	a+b
Twin Illusion Strike	⇨, a+b
Hill Shatter Thrust	⇨, ➡, a+b
Ultimate Void Divide	⇩, a+b
Twin Void Part	⇦, a+b
Flying void	(WR) a+b
Dancing Leaf Kick	a+k
Twin Crushing Kick	⇩, a+k, k
Snow Storm	⇨, b+k
Forced Divide	⇗, b+k
Crushing Heel	⇩, b+k
Willow Slice	⇗, b+k
Hwang's Blazing Thrust	⇦, b+k
Fog Storm	⇦, ⬅, b+k

8 Way Run

Void Shatter Slash	⇨, a
Willow's Inner	⇘ or ⇗, a
Willow Blade	⇧ or ⇩, a
Burial Slice	⇗ or ⇖, a
Jolting Inner Strike	⇦, a
Splitting Red Sky	⇨, b, b
Thunder Dance Blade	⇘ or ⇗, b
Willow Spin	⇩ or ⇧, b
Piercing Heavens	⇦ or ⇗ or ⇖, b
Sliding	⇨, k
Inner Water Kick	⇘ or ⇗, k
Sunset Dance Circle	⇘ or ⇗, ka, a, b
Rapid Sunset Circle	⇘ or ⇗, ka, a, k
Roundhouse Kick	⇧ or ⇩, k
Hook Claw Kick	⇗ or ⇖, k
Liquid Kick	⇦, k, k
Hill Shatter Thrust	⇨, a+b
Snow Storm	⇨, b+k
Wind Storm	⇘ or ⇗ or ⇧ or ⇩ or ⇗ or ⇖, b+k
Fog Storm	⇦, b+k

Throws

Falcon Dive Kick	(near) g+a
Machine Gun Kick	(near) g+b
Blue Thunder's Punishment	(left) any throw
Fierce Flame Divide	(right) any throw
Life Extinguish	(back) any throw

continued>

players' guide

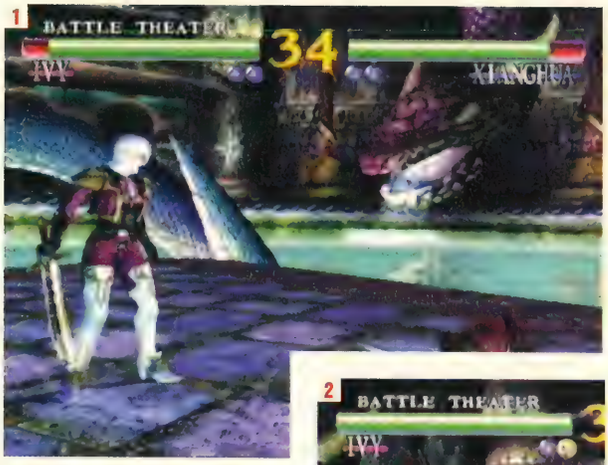
essential information

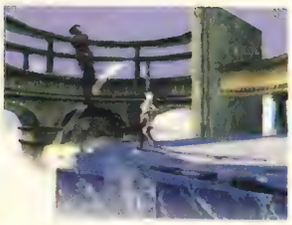
Dreamcast Solutions

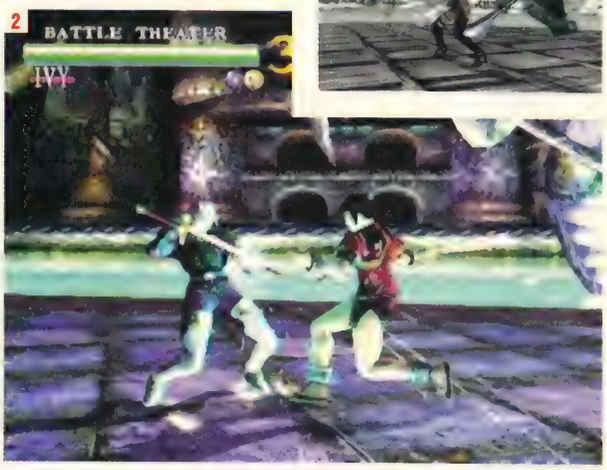
Ivy

Name:	Isabella Valentine
Weapon:	Snake Sword
Weapon Name:	Ivy Blade
Style:	Unrelated Link
Age:	28
Birth date:	December 10th
Family:	Parents Deceased
Birth Place:	London, England
Height:	6ft
Weight:	128lbs
Blood Type:	AB

Ivy







[1] Ivy can certainly deliver some serious poison when she wants to! [2] Soul Calibur is destined to become a classic! [3] All the best fighting games have weapons as well as punches!

Special Attacks

Biting Raven	A
Raven's Beak	a, a
Raven Butt	⇨, a
Raven's Egg	⇨, ➡, a
Cross Madness	⬂, a
Cursed Mark	⇩, a
Menace Slice	⇦, a
Singing Sparrow	G, ⇧ (land) a
Wing Blade	⇧, a
Menace	(WR) a
Immortal Gale	B
Immortal Wind	b, b
Squire's Bow	b, ⇨, b
Ivy Thrust	⇨, b
Ivy Lash	⇨, B
Ivy Lick	⇨, B, ⇧, k
Biting Ivy	⇨, B ~ ⇩ or ⇧
Serpent's Breath	⇨, ➡, b
Cursed Heavens	⬂, b
Curse Brand	⇩, b
Poison Ivy	⬀, b
Ivy Bite	⇦, b
Spiral Punishment	⇦, ba, b
Darkside	⇦, ⬅, b
Venom Lash	⇩, ⬀, ⇦, b
Fear's Lash	G, ⇧, b
Falling Sparrow	G, ⇧ (land) b
Fear's Flame	⇧, b
Shameless	(WR) b
Ivy Masquerade	(FC) ⬂, b
Pride	(FC) ⬀, b
Raven Knee	⇨, k
Mind Shatter	⇨, ➡, k
Foul Kick	⬂, k
Charmer Silhouette	⇩, k
Evil Sparrow	⬀, k
Raven Catcher	⇦, k
Diving Raven	⇦, ⬅, k
Night Sparrow	G, ⇧ (land) k
Rambler Sobat	⇧, k
Rising Cross	(WR) k
Nail Cross	(FC) ⬂, k
Freeze Gale	⇨, a+b
Insanity Light	⇨, ➡, a+b
Eye of Madness	⬂, a+b
Dominance	⇩, a+b
Razor's Bite	⬀, a+b
Crucifixion	⇦, ⬅, a+b
God Whisper	⬁, a+b, a
Demented Loop	(WR) a+b, a
Masquerade of Madness	(FC) ⬂, a+b
Ancient Wheel	⬂, a+k
Royal Huntress	⇩, a+k
Serpent's Venom	⇨, ⇩, ⬂, a+k
Embrace of Lust	⇨, b+k
Fear's Void Far	⬂, b+k
Fear's Void	⇩, b+k
Fear's Void Close	⬀, b+k
Heel Explosion	⇦, b+k
Exile	⇦, ⬅, b+k
Asylum	(WR) b+k
Punishment Change	⇩, ⬀, ⇦ or ⇩, ⬂, ⇨

8 Way Run

Raven's Egg	⇨, a
Wolf Lash	⬂ or ⬁, a
Insanity Light	⇧ or ⇩, a
Ancient Wheel	⬀ or ⬂, a
Raven Claw	⇦, a
Serpent's Breath	⇨, b
Poison Ivy	⬂ or ⬁, b
Drowning Madness	⇧ or ⇩, b
Darkside	⇦, ⬀, ⬂, b
Sliding	⇨, k
Evil Sparrow	⬂ or ⬁, k
Royal Huntress	⇧ or ⇩, k
Rambler Sobat	⬀ or ⬂, k
Diving Raven	⇦, k
Insanity Light	⇨, a+b
Crucifixion	⇦, a+b
Embrace of Lust	⇨, b+k
Exile	⇦, b+k

Throws

Primal Dominace	(near) g+a
Dominion Thrown	(near) g+b
Summon Suffering	(near) ⬂, ⬂, ⇨, ⇩, ⬂, ⬀+a+b
Guiding Huntress	(left) any throw
Sunset Cradle	(right) any throw
Sweet Dominance	(back) any throw

Kilik

Dreamcast Solutions — essential information

Kilik

Name:	Kilik
Weapon:	Rod
Weapon Name:	Kali-Yuga (Rod), Dvapara-Yuga (Mirror)
Style:	Secret Art or Ling-Sheung Su Style Rod
Age:	19
Birth date:	Feburary 9th
Family:	Unknown
Birth Place:	Unknown
Height:	5ft 6
Weight:	139lbs
Blood Type:	A

Special Attacks

Bo Rush Combo	a, a, b
Bo Rush Feint	a, a, ⇧ or ⇩
Twin Phoenix	aa, b
Phoenix Feint	ab
Raging Phoenix	⇨, a, a, a
Cross Bo	⇨, ➡, a
Advancing Ling Su	⇘, a, a
Inner Peace	⇩, a
Lower Bo Slice	⇙, a
Escaping Bo	⇦, a
Cross Tide	⇦, ⬅, a, a
Quick Wave Divide	G, ⇧ (land) a
Sky Divide	⇧ +a
Ling Sheng Slash	(WR) a
Rushing Waterfall	b, b
Sheng Mirage Kick	bk
Bo Thrust	⇨, b
Lower Bo Feint	⇨, b, ⇩
Heavy Bo	⇨, ➡, b
Twin Bo Upper	⇘, b, b
Waterfall	⇩, b
Advancing Bo	⇙, b
Phoenix Thrust	⇦, b
Stream Thrust	⇦, ⬅, b
Midnight Sun	G, ⇧, b
Raven Slaughter	G, ⇧ (land) b
Yang Falling	⇧, b
Yin and Yang	⇩, ⇙, ⇦, b
Ling Sheng Slash	(WR) b
River Thrust	(FC) ⇙, b
Bridge	(left) b
Sheng Front Kick	k
Sheng Illusion Kick	kb
Sheng Lunge Kick	⇨, k
Sheng Lunge Kick Combo	⇨, kb
Rising Phoenix	⇨, ➡, k, k, b
Sheng Side Kick	⇘, k
Sheng Su Low Kick	⇩, k
Ling Sheng Su Sweep	⇙, k
Biting Kick	⇦, k
Biting Heaven	⇦, kb
Cloud Kick	⇦, ⬅, k
Ling Sheng Su Sweep	G, ⇧ (land) k
Lian Hua Jump Kick	⇧, k
Phoenix Hop Kick	(WR) k, b
Retreating Thrust	g, k
Phoenix Roar	a+b
Biting Phoenix	⇨, a+b
Phoenix Flare	⇦, a+b
Phoenix Flare to Raven Slaughter	⇦, a+b, b, b
Tricky Bo	⇙, a+b
Lower Bo Smack Down	⇩, a+b
Dirty Bo	⇙, a+b
Pounding Stones	(FC) a+b
Heaven Monument	(down) a+b
Phoenix Cross	a+k
Bo Smack Down	⇨, a+k
Phoenix Claw	⇘, a+k
Wave Divide	⇩, a+k
Phoenix Tail	⇙, a+k
Rising Flare	(down) a+k
Upper Bo Feint	b+k
Yin Rising	⇨, b+k
Playful Phoenix	⇙, b+k
Lower Bo Feint	⇦, b+k

Special Stance: Monument

Monument	⇩, ⇘, ⇨

During Monument:

Inner Peace	a
Advancing Bo	b
Scythe	k
Heaven Monument	a+b
Wave Divide	a+k
Upper Bo Feint	b+k
False Statue	⇩ ~ or ⇧ ~

8 Way Run

Cross Bo	⇨+a
Gale Divide	⇘ or ⇗, a, a
Wind Divide	⇧ or ⇩, a, a
Mountain Carve	⇧ or ⇩, a, b
Ling Sheng Slice	⇖ or ⇙, a
Cross Tide	⇦, a, a
Heavy Bo	⇨ or ⇗ or ⇘, b
Raven Slaughter	⇧ or ⇩, b
Phoenix Thrust	⇖ or ⇙, b
Stream Thrust	⇦, b
Rising Phoenix	⇗ or ⇘, k, k, b
Mountain Breaker	⇧ or ⇩, ka
Sheng Heh Kick	⇦ or ⇖ or ⇙, k
Yin Rising	⇨ or ⇗ or ⇘, b+k
Upper Bo Feint	⇧ or ⇩, b+k

Throws

Heaven Monument	(near) g+a
Light Breeze	(near) g+b
Cutting Sadness	(left) g+a or g+b
Summer Gale	(right) g+a or g+b
Phoenix Pounce	(back) g+a or g+b

continued...

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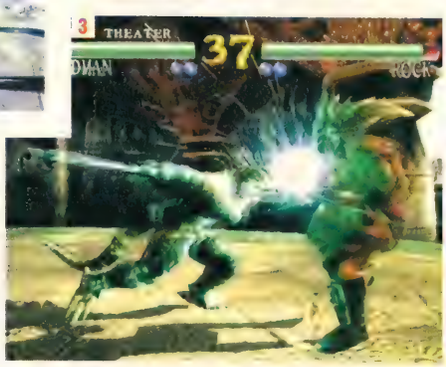
Dreamcast solutions

Lizardman

Name:	Lizard Man
Weapon:	Short Sword and Small Shield
Weapon Name:	Xi Sword and Game Shield
Style:	Unknown
Age:	3
Birth date:	Unknown
Family:	Unknown
Birth Place:	Unknown
Height:	6ft
Weight:	190lbs
Blood Type:	Unknown

Lizardman



[1] All fighting games have to have a strange character – Soul Calibur's is Lizard Man. Predictably he's half-man, half-lizard! [2] Nice lighting effects! [3] Some of the special moves where Lizard Man lunges towards his opponent are excellent! [4] Victory isn't far away!

Special Attacks

Refrain Edge	a, a
Edge Low Kick	a, k
Grip Blow	⇨, a, b
Meze Style Grit Draft	⇨, ➡, a
Grit Draft	⬂, a
Lower Side Edge	⇩, a
Twolnu Style Grit Breeze	⬀, a, a
Twolnu Style Gathering Refrain	⇦, a, a, a
Twolnu Style Vesper Warning	⇦, a, a, b
Twolnu Style Gathering Blade	⇦, a, b
Trap Mirage	⇦, ⬅, a
Kamira Style Grit Temperance	⇩, ⬂, ⇨, a, a
Kamira Style 2 Grit Temperance	⇩, ⬂, ⇨, ⇩ ~ or ⇧ ~ a, a
Climb Side Edge	(WR) a
Under Base Cut	G, ⇧, (land) a
Hopper Spinning Edge	⇧, a
Twolnu Style Nasty Blast	ba, b, b, b, b
Twolnu Feint Nasty Blast	ba, ⇨, b
Scale Strike	b, b
Blade Round Kick	b, k
Spot Strike	⇨, b
Twolnu Style Dune Riser	⇨, ➡, b
Rising Grit	⬂, b
Meze Style Shield Blast	⇩, b, b or (FC) ⬂, b, b
Base Scale Blade	⇨, b
Meze Style Lightning Head Masher	⇦, b
Weapon Geyser	⇦, ⬅, b
Meze Style Grit Blast	⇩, ⬂, ⇨, b or ⇩, ⬂, ⇨, ⇩, ⬂, ⇨, b (more powerful version)
Meze Style Shield Rush	⇩, ⬂, ⇨, ⇩ ~ b, a, b
Tail Geyser	G, ⇧, (land) b
Hopper Base Scales	⇧, b
Tail Weapon Geyser	(WR) b
Double Gloom Kicks	k, k
Gloom Front Kick	⇨, ➡, k
Gloom Middle Kick	⬂, k
Romper Base Kick	⇩, k
Meze Style Singer Spin Kick	⬀, k
Sand Splash Kick	b, B, k
Kamira Style Romper Float	⇩, ⬂, ⇨, k, k, a, b or (WR) k, k, a, b
Kamira Style Romper Cascade	⇩, ⬂, ⇨, k, k, b or (WR) k, k, b
Kamira Style Romper Sault	⇩, ⬂, ⇨, k, k, k or (WR) k, k, k
Romper Base Tail	G, ⇧, k
Sand Arch Kick	G, ⇧, (land) K
Kamira Style Grit Float	⬃, k, a, b
Kamira Style Grit Cascade	⬃, k, b
Kamira Style Grit Sault	⬃, k, k
Twolno Style Double Rising Beat	⬂, a+b
Meze Style Deser Warning	⇧, a+b or ⇧, A+B
Twolnu Style Climb Tempest	(WR) a+b
Meze Style Twister High Kick	a+k
Meze Style Grit Twister Kick	a+k, k
Kamira Style Air Shield Blast	b+k, b
Meze Style Shield Rush	⇨, ➡, b+k, a, b
Meze Style Sand Revenger	⬀, b+k
Sand Revenger	⇦, b+k
Grit Sand Revenger	⇦, b+k, g
Twolnu Style Grit Avenger	⇦, ⬅, b+k
Weapon Geyser	(WR) b+k
Serpent Slide	⇩, ⬂, ⇨
Double Serpent Slide	⇩, ⬂, ⇨, ⇩, ⬂, ⇨
Serpent Slide Cancel	⇩, ⬂, ⇨, ⇩ ~
Double Serpent Slide Cancel	⇩, ⬂, ⇨, ⇩, ⬂, ⇨, ⇩ ~
Kamira Style Double Serpent Slide	⇩, ⬂, ⇨, ⇩, ⬊

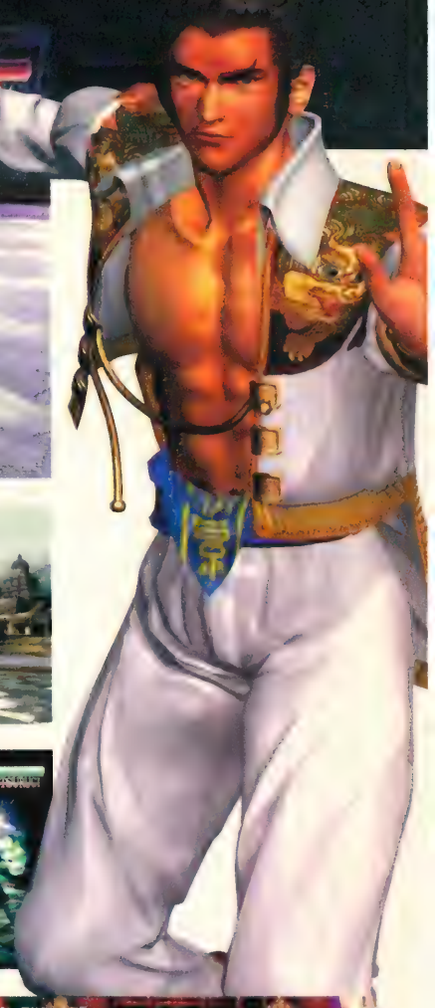
8 Way Run

Meze Style Grit Draft	⬂ or ⇨ or ⬃, a
Meze Style Double Shield Swing	⇩ or ⇧, a, a
Kamira Style Lava Current	⬀ or ⬁, a, a
Trap Mirage	⇦, a
Twolnu Style Dune Riser	⇨, b
Meze Style Shield Cannon	⬂ or ⬃, b
Meze Style Shield Jolt	⇩ or ⇧, b
Weapon Geyser	⬀ or ⇦ or ⬁, b
Slide	⇨, k
Ranting Kick	⬂ or ⬃, k
Gloom Middle Kick	⇩ or ⇧, k
Meze Style Twister High Kick	⬀ or ⬁, k
Meze Style Grit Twister Kick	⬀ or ⬁, k, k
Sand Splash Kick	⇦, k
Twolnu Style Double Rising Beat	(any direction) a+b
Meze Style Twister High Kick	(any direction) a+k
Meze Style Grit Twister Kick	(any direction) a+k, k
Meze Style Shield Rush	⇨, b+k, a, b
Twolnu Style Grit Avenger	⬂ or ⇩ or ⬀ or ⇦ or ⬁ or ⇧ or ⬃, B+K

Throws

Meze Style Sadistic Rush Lift	g+a
Meze Style Satana Storm	g+b
Meze Style Reptile Rumble	⇩, ⬀, ⇦, b+k
Meze Style Scale Brusher	(left) any throw
Meze Style Sand Tomb	(right) any throw
Meze Style Sand Bomb	(back) throw

Maxi



essential information

Dreamcast solutions

Maxi

Name:	Maxi
Weapon:	Nunchaku
Weapon Name:	Fatibaru
Style:	Shissen Karihadi
Age:	24
Birth date:	May 1st
Family:	Parents passed away
Birth Place:	Ryukyu Kingdom
Height:	5ft 9
Weight:	126lbs
Blood Type:	O

Special Attacks

Twin Snakes	a, a
Stonewall	ak
Stone Kick	ak, ⇦
Lunging Snake	⇨, a
Striking Snake	⇨, ⇨, a
Lotus	⇘, a
Tongue	⇩, a
Snake Scythe	⇗, a
Nunchaku Slap	⇦, a
Nunchaku Slap to Steel Dragon	⇦, a, b
Nunchaku Slap to Branding Nunchaku	⇦, a, b, ⇦
Serpent's Bane	⇦, a, ba, a, b
Wave Slice	⇦, ⇦, a
Dandy Surprise	⇩, ⇘, ⇨, a
Snake Scythe 2 Pure Soul	G, ⇧ (land) a
Snake Wing	⇧, a
Nunchaku Cross	(WR) a
Rope Dancer	(FC) ⇘, a, a, a
Snake Bite	b
Steel Dragon	⇨, b
Branding Nunchaku	⇨, b, ⇦
Serpent's Desire	⇨, ba, a, b
Return of Fear	⇨, ⇨, b
Biting Upper	⇘, b
Falling Fang	⇩, b
Inner Biting Upper	⇗, b
Snake Kiss	⇦, b
Venom Fang	G, ⇧, b
Nunchaku Lick	G, ⇧ (land) b
Dragon's Judgement	⇧, b
Rolling Biting Upper	(WR) B
Falling Dragon	kb, a
Dragon Pounce	kb, k
Left Roundhouse	⇨, k
Dragon Roar	⇨, ⇨, k
Snap Kick	⇘, k
Illusion Kick	⇩, k, b
Illusion Low Kicks	⇩, k, k
Quick Slice	⇗, k
Right Roundhouse	⇦, k
Rolling Sobat	⇦, ⇦, k
Stone Kick	G, ⇧ (land) k
Dive Kick	⇧, k
Hurricane	⇩, ⇘, ⇨, k
Dragon Scream	(WR) k, k
Serpent's Pleasure	a+b
Rage of Pleasure	⇦, a+b
Dragon's Brand	(WR) or (FC) a+b
Side Winder	a+k
Guillotine Dance	⇘, a+k
Fury	b+k, b, b, b, a
Dragon Cannon	⇨, ⇨, b+k
Nunchaku Lick	⇘, b+k
Tiger Slaughter	⇩, b+k, b
Twisted Loop	⇦, b+k

Begin Pure Soul Loop

Pure Soul Loop 1	⇨
Pure Soul Loop 2	⇦
Pure Soul Loop 3	A+K

Pure Soul Right Outer

Dragon Bite	a, k
Dragon Wing	b, b
Falling Dragon	k, a
Dragon Pounce	k, k

Pure Soul Behind Lower

Inverted Moon	a
Lunging Biting Upper	b
Fury Kicks	k, k

Pure Soul Right Cross

Tiger Pounce	a
Mark of the Beast	b
Water Slice	k, k

Pure Soul Left Outer

Bloody Cross	a, k
Wind Sobat	b, k
Circle Kick	k

Pure Soul Left Inner

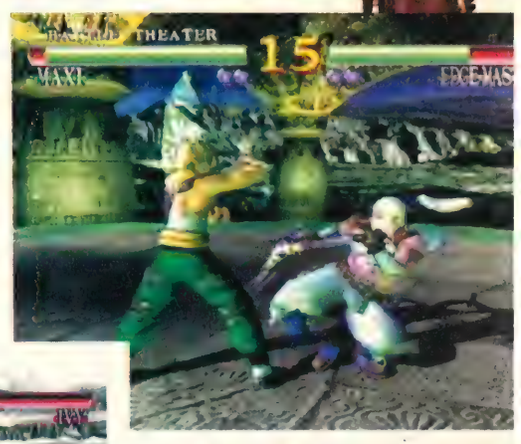
Purity Cross	a
Canyon Carve	b
Wheel Kick	k

8 Way Run

Striking Snake	⇨ or ⇘ or ⇗, a
Northern Lights to Pure Soul Left Inner	(right) A
Northern Lights	(left) A
Wave Slice	⇦ or ⇗ or ⇖, a
Return of Fear	⇨ or ⇘ or ⇗, b
Steel Dragon	⇧ or ⇩, b
Branding Nunchaku	⇧ or ⇩, b, ⇦
Serpent's Desire	⇧ or ⇩, ba, a, b
Mark of the Beast	⇗ or ⇖, b
Snake Kiss	⇦, b
Sliding	⇨, k
Back Kick	⇘ or ⇗, k
Water Slice	(right) k, k
Circle Sweep	(left) k
Rolling Sobat	⇦ or ⇗ or ⇖, k
Serpent's Pleasure	⇨ or ⇘ or ⇗ or ⇧ or ⇩, a+b
Rage of Pleasure	⇦ or ⇗ or ⇖, a+b
Dandy Surprise	⇦ or ⇘ or ⇗ or ⇧ or ⇩ or ⇗ or ⇖, a+k
Dragon Cannon	⇨ or ⇘ or ⇗, b+k
Hurricane	⇧ or ⇩ or ⇗ or ⇖, b+k
Twisted Loop	⇦, b+k

Throws

Falling Heaven Dragon	(near) g+a
Lynching	(near) g+b
Dragon Destroyer	(left) any throw
Leaving the Dragon Nest	(right) any throw
Parting the Waves	(back) any throw



continued

Mitsurugi

Special Attacks

Samurai Slashes	a, a
Calm Breeze	⇨, a
Sudden Gale	⇨, ➡, a
Splitting Gold	⇘, a
Knee Slice	⇩, a
Shin Slicer	⇗, a
Drawn Breath	⇦, a
Vacuum	⇦, ⬅, a
Stump Banish	G, ⇧ (land) a
Stump Cross	⇧, a
Silent Step Slash	⇩, ⇘, ⇨, a or (WR) a
Forced Prayer	b, b
Mountain Divide	ba
Mask	bf
Wind Hole	⇨, b
Wind Hole Lower	⇨, b, ⇩
Wind Hole Upper	⇨, b, ⇧
Heaven Dance	⇨, ➡, b, b
Heaven Cannon	⇨, b
Rust	⇩, b
Cloud Divide	⇗, b
Wind Hole Vortex	⇦, b or ⇨, b, ⇦
Forced God	⇦, ⬅, b, b
Samurai Thrust	⇩, ⇘, ⇨, b
Dragon Fly Slash	G, ⇧ (land) b
Stalk Cutter	⇧, b
Pocket Pick	(WR) b
Time Hole	(FC) ⇘, b
Cloud Divide to Cold Stitch	(FC) ⇗, b, b
Obedience	kb
Wheel Kick	⇨, k
Front Kick	⇘, k
Rising Knee	⇨, ➡, k
Stalk Shaver	⇩, k, b
Hem Stitch	⇗, k
Bullet Cutter	⇦, k, b
Front Kick Again	⇩, ⇘, ⇨, k or (WR) k
Dive Kick	G, ⇧, k
Outer Snap	G, ⇧ (land) k
Shadow Kick	⇧, k
Steel Slicer	a+b
Phoenix Tail	⇨, ➡, a+b
Cold Stitch	⇩, a+b
Wheel Slash	⇧, a+b
Shin Banish	(FC) ⇗, a+b
Dividing Thrust	a+k
Autumn requiem	b+k
Driving Stitch	⇘, b+k
Parting thrust	⇦, b+k

Silent Step	⇩, ⇘, ⇨
Half Moon Death	⇨, ⇩, ⇩, ⇨, ⇦, a
Half Moon Slice	(during Half Moon Death) A
Moon Death Fake	⇨, ⇘, ⇩, ⇗, ⇦, A
Full Moon Death	⇨, ⇘, ⇩, ⇗, ⇦, b
Full Moon Slash	(during Full Moon Death) b

Special Stance: Mist

Mist	⇨, a+b

During Mist

Relic	b+k
Mist Stab	a
Mist Stab Combo	a, a, a
Diving Thrust	b
Water Mist Kick	k
Divide	a+b
Mist Walk	➡ or ⬅
Mist Dash	⇨ ~ or ⇦ ~
Mist Hop	⇖ or ⇧ or ⇗

Special Stance: Relic

Relic	⇦, a+b

During Relic

Mist	b+k
False Purification	g
Cross Sword Seal	a
Slash Sword Seal	b
Relic Low Kick	k
Bill of Fire	A+B (hold short or longest)
Ticket to Hades	A+B (hold long)
Path of Damnation	A+B (hold longer still)
Relic Walk	➡ or ⬅
Relic Dash	⇨ ~

8 Way Run

Sudden Gale	⇨ or ⇘ or ⇗, a
Drawn Breath	(right) a
Vacuum	⇦, a
True Vacuum	⇗ or ⇖, a
Heaven Dance	⇘ or ⇨ or ⇗, b, b
Hell Flash	⇧ or ⇩, b
Peak of Flames	⇗ or ⇖, b, a, b
Forced God	⇦, b, b
Sliding	⇨, k
Rising Knee	⇘ or ⇗, k
Wheel Kick	⇧ or ⇩, k
Bullet Cutter	⇗ or ⇦ or ⇖, k, b
Phoenix Tail	a+b
Trooper Roll	b+k
Mist	ab
Relic	ba

Throws

Sea of Madness	(near) g+a
Pulling Ivy	(near) g+b
Gate of Hell	(left) any throw
8th Bill of Punishment	(right) any throw
Divine Gift	(back) any throw

essential information

Dreamcast Solutions

Mitsurugi

Name:	Heishiro Mitsurugi
Weapon:	Katana
Weapon Name:	Shishi-Oh
Style:	Tenpo-Kosai-Ryu Kai
Age:	25
Birth date:	June 8th
Family:	Parents and brothers all taken by disease
Birth Place:	Japan
Height:	5ft 7
Weight:	143lbs
Blood Type:	AB

Nightmare

Dreamcast solutions

Nightmare

Name:	Nightmare
Weapon:	Soul Edge
Weapon Name:	Soul Edge
Style:	The Memories of Soul Edge?
Age:	Unknown
Birth date:	Unknown
Family:	Unknown
Birth Place:	Unknown
Height:	5ft 6
Weight:	209lbs
Blood Type:	Unknown

Special Attacks

Slash	a
Slash Cross	a, a, b
Double Grounder	a, ⇩, a, a
Quick Spin Slash	⇨, a
Right Slasher	⇨, ➡, a
Armet Crusher	⇘, a
Leg Slash	⇩, a
Shadow Slicer	⇗, a
Back Spin Slash	⇦, a or ag, a
Diving Leg Slash	G, ⇧ (land) a
Jumping Back Spin Slash	⇧, a
Maelstrom	(WR) a, a
Sword Buster	b
Gun Turret Buster	b, ⇨
Rampart Buster	b, ⇨
Buster Feint to Night Behind Stance	b ~ ⇦
Helm Divider	bg, b, b
Break Kick	bg, b, k
Mail Splitter	b, b
Buster Grounder	b, ⇩, a
Piercing Strike	⇨, b
Lock Splitter	⇨, ➡, b
Cannonball Splitter	⇨, ➡, ba
Sky Splitter	⇘, b
Shadow Buster	⇩, b
Drilling Thrust	⇗, b
Double Headbutt	⇦, b, b
Fatal Dive	⇦, ⬅, b, b
Earth Divide	⇩, ⇘, ⇨, b
Diving Cannonball Lifter	G, ⇧ (land) b
Fatal Buster	⇧, b
Cannonball Lifter	(WR) b
Splitter Buster	(FC) b
Jade Crusher	⇨, k
Shoulder Rust	⇨, ➡, k
Accel Headbutt	⇘, k, k, b
Grind Low Kick	⇩, k
Darkside Kick	⇦, k
Stomping	⇩, ⇘, ⇨, k, k, k, k, k
Diving Accel Kick	G, ⇧ (land) k
Rolling Sobat	⇧, k
Rising Night Kicks	(WR) k
Flying Edge	⇨, ➡, a+b
Dark Soul Impact	⇩, a+b
Spin Kick Combo	a+k, k
Spin Kick to Slash	a+k, a
Spin Kick to Slash Cross	a+k, a, a, b
Spin Kick to Double Grounder	a+k, a, ⇩, a, a
Night Stance Roulette	B+K or ⇨, B+K or ⇦, B+K
Roulette Night Behind Stance	~
Roulette Night Lower Stance	⇨
Roulette Night Side Stance	⇦
Drop Kick	⇨, ➡, b+k

Special Stance: Night Behind Stance

Night Behind Stance (NBS)	b+k
Side Spin to NBS	⇩, b+k or ⇧, b+k

During Night Behind Stance

Night Annihilation	a
Terror Stomper	b
Night Knee Kick Rush	k, k
Night Lower Stance	⇨, b+k
Night Side Stance	⇦, b+k

Special Stance: Night Lower Stance

Night Lower Stance	⇨, b+k or (FC) ⇘, b+k

During Night Lower Stance

Leg Hacker	a
Citadel Lifter	b
Cannonball Splitter	ba
Night Salute	k
Lock Splitter Alternate	a+b
Night Behind Stance	b+k
Night Side Stance	⇦, b+k

Special Stance: Night Side Stance ⇦, b+k

During Night Side Stance

Cross Grounder	a, a
Double Grounder Alpha	a, ⇩, a
Cannonball Lifter	b
Cannonball Feint	ba
Night Front Kick	k
Night Behind Stance	b+k
Night Lower Stance	⇨, b+k

8 Way Run

Right Slasher	⇘ or ⇨ or ⇗, a
Alternate Cross	⇧ or ⇩, a
Back Spin Slash	⇗ or ⇦ or ⇖, a
Lock Splitter	⇨, b
Cannonball Splitter	⇨, ba
Sky Splitter	⇘ or ⇗, b

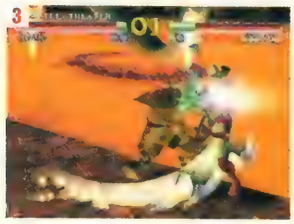
Sword Buster	⇩ or ⇧, b
Gun Turret Buster	⇩ or ⇧, b, ⇨
Rampart Buster	⇩ or ⇧, b, ⇦
Buster Feint to NBS	⇩ or ⇧, b ~ ⇦
Helm Divider	⇩ or ⇧, bg, b, b
Break Kick	⇩ or ⇧, bg, b, k
Armour Breaker	⇩ or ⇧, b, b, b
Break Kick	⇩ or ⇧, b, b, k
Buster Grounder	⇩ or ⇧, b, ⇩, a
Shadow Impact	⇗ or ⇖, b
Fatal Dive	⇦, b, b
Sliding	⇨, k
Shoulder Rush	⇘ or ⇗, k
Spin Kick	⇩ or ⇧, k... (links to any Spin Kick combo)
Rolling Sobat	⇗ or ⇦ or ⇖, k
Drop Kick	⇨, b+k
Side Spin to NBS	⇘ or ⇗ or ⇧ or ⇖ or ⇗ or ⇦, b+k
Night Side Stance	⇦, b+k

Throws

Hilt Impact	(near) g+a
Nightmare Slasher	(near) g+b
Flap Jack throw	(near) (FC) any
Downed Flap Jack throw	(odown) (FC) any
Calamity Fall	(left) any throw
Unholy Terror	(right) any throw
Witch Hunt	(back) any throw

continued>

[1] With such a beautiful sunset in the background, you almost wish that they would stop all this violence and live in peace and love! [2] But then again... let's rumble! [3] The area around the fight arena is bubbling lava – don't fall in!

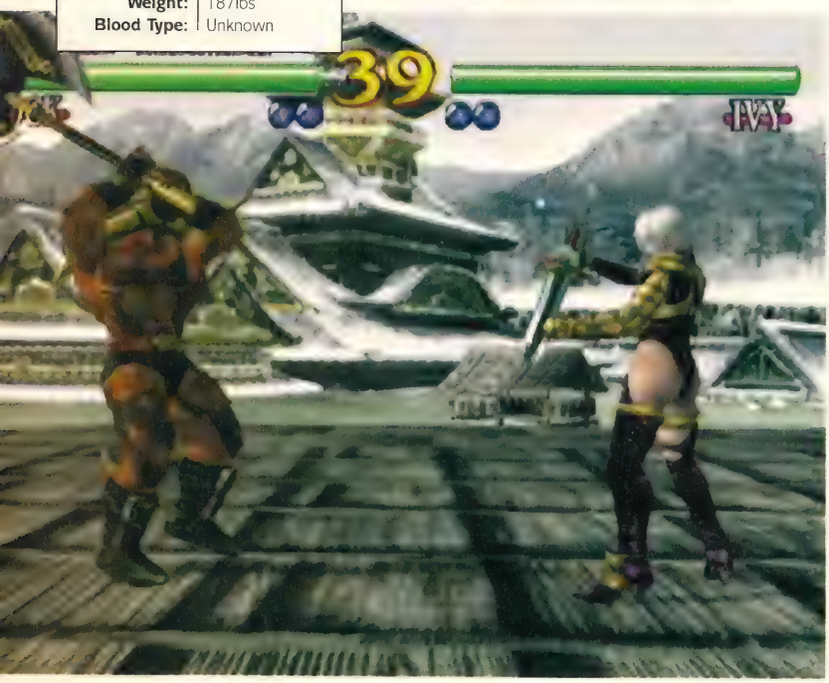


Rock

Dreamcast Solutions

Rock

Name:	Rock Adams
Weapon:	Battle Axe
Weapon Name:	Apocalypse
Style:	Self Taught
Age:	38
Birth date:	December 14th
Family:	Parents Missing. Bringing up Native American Orphan, Bangoo
Birth Place:	London, Raised in the New Continent
Height:	5ft 9
Weight:	187lbs
Blood Type:	Unknown



Special Attacks

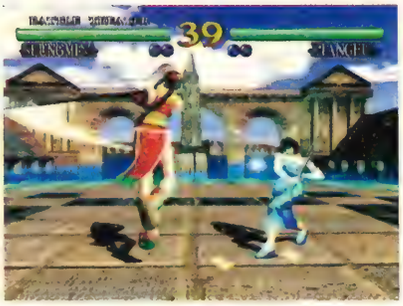
Gale Axe	a, a
Swing Cannon	a, b
Grip Shot	⇨, a
Grip Crater	⇨, a, b
Axe Shot	⇨, ➡, a
Tornado Spike	⇨, ➡, A, b
Typhoon Axe	⇘, a
Horizon Axe	⇩, a
Cyclone Axe	⇙, a
Reverse Breeze Axe	⇦, a
Rock Tomahawk	⇦, ⬅, a
Spiral Axe	⇩, ⇙, ⇦, a, a, a
Canyon Tomahawk	G, ⇧, (land) a
Hill Tomahawk	⇧, a
Reverse Spiral Axe	(WR) a
Sunrise Axe	(FC) a, b
Rock Steer	b, a
Reverse Rock Steer	b, ⇦, a
Rock Crater	b, b
Rock Launcher	b, b, ⇨
Rock Grip	b, ⇨
Axe Side Cannon	⇨, b
Gravity Axe	⇨, ➡, b
Axe Volcano	⇘, b
Mountain Crusher	⇩, b
Hill Crusher	⇙, b
Bear Fang	⇦, b
Rock Hammer Axe	⇦, ⬅, b
Hill Splitter	G, ⇧, (land) b
Hill Chop	⇧, b
Mountain Demolition	(WR) b
Rock Front Kick	k or K (powerful)
Kneel Kick	kb
Rock Knee	⇨, k
Shoulder Tackle	⇨, ➡, k
Shoulder Tackle	(FC) ⇘, k
Kick Vortex	⇘, k, a or ⇘, K, A
Rock Bear Kick	⇩, k
Horizontal Clip Kick	⇙, k
Rock Stomper	⇦, ⬅, k
Knee Buster	G, ⇧, (land) K
Stomach Buster	⇧, k
Round Vortex	(WR) k, a
Storm Gust	a+b
Axe Hurricane	⇘, a+b
Tidal Wave	⇦, a+b
Rock Press	⇨, b+k
Ultimate Volcano	⇩, ⇘, ⇨, b+k (G during to cancel)
Back Side Grip	(BK) b+k

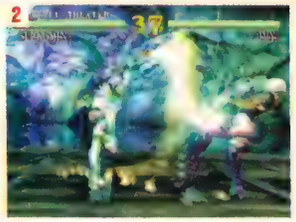
8 Way Run

Axe Shot	⇘ or ⇨ or ⇗, a
Tornado Spike	⇘ or ⇨ or ⇗, A, b
Hunting Roar	⇩ or ⇧, a, a
Cyclone Axe	⇙ or ⇖, a
Rock Tomahawk	⇦, a
Gravity Axe	⇨, b
Axe Volcano	⇘ or ⇗, b
Hunting Breaker Wave	⇩ or ⇧, b
Rock Hammer Axe	⇙ or ⇦ or ⇖, b
Slide	⇨, k
Shoulder Tackle	⇘ or ⇗, k
Hunting Quake	⇩ or ⇧, k
Rock Stomp Kick	⇙ or ⇦ or ⇖, k
Axe Hurricane	⇖ or ⇧ or ⇗, a+b
Reverse Axe Hurricane	⇙ or ⇩ or ⇩, a+b
Rock Press	⇨, b+k

Throws

Rock Slam	g+a
Canyon Dive	g+b
Slam Vortex	⇩, ⇙, ⇦, g+b
Hype Slam Vortex	⇩, ⇙, ⇦, g+b, ⇧, a+b
Hype Slam Vortex	⇩, ⇙, ⇦, g+b, ⇩, a+b
Crack Driver	⇘, g+a
Hyper Dynamite Slam	⇩, g+a
Hyper Dynamite Slam	⇩, g+b
Horn Fling	(left) throw
Face Crush Throw	(right) throw
Atomic Drop Maximum	(back) throw





essential information

Dreamcast Solutions

Seung Mina

Name:	Seung Mina
Weapon:	Ancestral Zanba-to
Weapon Name:	Scarlet Thunder
Style:	Seung's Long Blade and Ling-Sheng Su Style Rod
Age:	19
Birth date:	November 3rd
Family:	Father Seung Han Myong, mother and bother deceased
Birth Place:	Chili-san, Lee Dynasty Korea
Height:	5ft 4
Weight:	106lbs
Blood Type:	A

Seung Mina

Special Attacks

Wind Gale	a, a, b
Gale Feint	a, a, ⇩ or ⇧
Gale Stream	aa, b
Blunting Kick	⇨, a, k
Strangling Flower	⇨, ➡, a
Strangling Slash	⇘, a
Sweeping Circle	⇩, a
Biting Strike	⇗, a
Shadow Step Slice	⇦, a
Wing Cross	⇦, ⬅, a, a
Diving Bite	G, ⇧, (land) a
Gale Cross	⇧, a
Fang's Way	(WR) a
Splitting Divide	b, b
Sheng Mirage Kick	bk
Hidden Fang	⇨, b, a
Thrusting Fang	⇨, b, b
Heavy Fall	⇨, ➡, b
Lifting Heavens	⇘, b
Air Parting	⇩, b
Spinning Divide	b, b
Earth Poke	⇦, ⬅, b
Rising Moon	G, ⇧, b
Diving Heavens	(G) ⇧, (land) b
Moon Falling	⇧, b
Lifting Wing	(WR) b
Liquid Poke	(FC) ⇗, b
Willow Branch	(step left) b
Gale Kick	kb
Banishment Kick	⇨, k
Banishment	⇨, kb
Circular Heaven Kicks	⇨, ➡, k, k, k
Belly Crush	⇘, k
Earth Kick	⇩, k
Liquid Rising	⇗, k, k
Fatal Kick	b, k
Check Mate	⇦, kb
Thunder Kick	⇦, ⬅, k
Opening Kick	G, ⇧, k
Falling Earth	G, ⇧, (land) k
Quake Mask Kick	⇧, k
Shattering Kick	(WR) k
Retreating Fang	g+k
Dancing Crane	a+b, a, b
Heavy Crane	a+b, a+b
Fang Barrage	⇨, a+b
Spinning Ritual	⇦, a+b
Rapid Spinning Ritual	⇦, a+b, b, b
Opening Treasure	⇘, a+b
Rapid Earth	⇩, a+b
Holding Treasure	⇗, a+b
Radiant Wing	⇧, a+b
Seung's Crushing Long Blade	⇗, a+b
Glory Fan	(FC) a+b
Circular Blade Kick	a+k
Zanba-to Smackdown	⇨, a+k
Earth Fang	⇘, a+k
Fang Sweep	⇩, a+k
Power Fang Sweep	⇗, a+k
Glory Wing	b+k
Wheel	⇨, b+k
Rock Breaker	⇩, b+k
Oak Branch	⇦, b+k
Heaven's Wheel	⇗, b+k

8 Way Run

Strangling Flower	⇨, a
Willow Divide	(right)⇨, a, a
Heavy Willow	(left)⇨, a, a
Falling Fang Divide	⇩ or ⇧, a, a
Black Wing	⇩ or ⇧, a, b
Sparrow Sweep	⇗ or ⇖, a
Wing Cross	⇗, a, a
Heavy Fall	⇘ or ⇨ or ⇗, b
Rising Void	⇩ or ⇧, b
Spinning Divide	⇗ or ⇖, b
Earth Poke	⇦, b
Slide	⇨, k
Wild Leaves	⇘ or ⇗, k, k
Dark Curtain	⇩ or ⇧, ka
Thunder Kick	⇗ or ⇦ or ⇖, k
Wheel	⇘ or ⇨ or ⇗, b+k
Glory Wing	⇩ or ⇧, b+k

Throws

Dropping Embrace	g+a
Crushing Soul	g+b
Riding Mustang	(left) any throw
Mina Frankensteiner	(right) any throw
Stalk Cutter	(back) any throw

[1] Not even Voldo can survive a prod in the belly with a large stick! [2] Wearing that much green never suited anyone you know! [3] Sitting down on the job?

continued>

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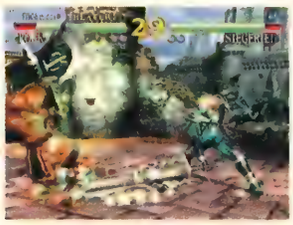
Dreamcast Solutions

Siegfried

Name:	Siegfried Schtauffen
Weapon:	Zweihander
Weapon Name:	Requiem
Style:	Self Taught
Age:	19
Birth date:	February 6th
Family:	Mother (Margaret), killed his own father (Frederick)
Birth Place:	Holy Roman Empire
Height:	5ft 5
Weight:	110lbs
Blood Type:	A



Siegfried

Special Attacks

Slash	a or A for Side Hold Stance [SH]
Slash Cross	a, a, b
Double Grounder	a, ⇩, a, a
Quick Spin Slash	⇨, a or A for [SH]
Right Slasher	⇨, ➡, a
Armet Crusher	⇖, a
Leg Slasher	⇩, a
Shadow Slicer	⇗, a
Delay Slicer	⇨, A
Backspin Slash	⇦, a
Diving Leg Slash	G, ⇧, (land) a
Jumping Backspin Slash	u, a
Maelstrom	(WR) a, a
Sword Buster	b or B to end in Base Hold Stance [BH]
Gun Turret Buster	b, ⇨
Rampart Buster	b, ⇦
Buster Feint to Chief Hold Stance [CH]	b ~ ⇦
Armour Breaker	bg, b, b or bg, b, B (ends in [CH])
Break Kick	bg, b, k
Buster Grounder	b, ⇩, a or b, ⇩, A (for delay)
Armour Breaker	b, b, b or b, b, B (ends in [CH])
Break Kick	b, b, k
Piercing Strike	⇨, b
Lock Splitter	⇨, ➡, b
Helmet Divide	⇨, ➡, ba
Sky Splitter	⇩, b or ⇩, B (ends in [CH])
Shadow Buster	⇩, b or ⇩, B (ends in [BH])
Thrust Throw	⇗, b (throws if clean hit)
Double Headbutt	⇦, b, b
Fatal Dive	⇦, ⬅, b, b or ⇦, ⬅, B (ends in [BH])
Earth Divide	⇩, ⇖, ⇨, b
Diving Full Swing Splitter	G, ⇧, (land) b (B to end in [CH])
Fatal Buster	⇧, b
Cannonball Lifter	(WR) b (B ends in [CH])
Splitter Buster	(FC) b (B ends in [BH])
Jade Crusher	⇨, k
Shoulder Rush	⇨, ➡, k
Accel Head Upper	⇖, k, k, b
Grind Low Kick	⇩, k
Darkside Kick	⇦, k
Stomping	⇩, ⇖, ⇨, k, k, k, k, k, k
Stamp Through the Earth	⇩, ⇩, ⇨, K
Diving Accel Kick	G, ⇧, (land) K
Jumping Brave Kick	⇧, k
Rising Kicks	(WR) k
Blaze Wind	a+b
Blaze Storm	a+b, a
Flying Edge	⇨, ➡, a+b (⬇ to end laying down)
Dark Soul Impact	⇖, a+b
Spin Kick Combo	a+k, k
Spin Kick to Slash	a+k, a (A to end in [SH])
Spin Kick to Slash Cross	a+k, a, a, b
Spin Kick to Double Grounder	a+k, a, a, ⇩, a
Knight Hold Roulette: Chief Hold [CH]	b+k
Knight Hold Roulette: Base Hold [BH]	⇨, b+k
Knight Hold Roulette: Side Hold [SH]	b, b+k
Drop Kick	⇨, ➡, b+k

Special Stance: Chief Hold [CH]

Chief Hold [CH]	b+k

During Chief Hold Stance

Side Spin	⇩ or ⇧, b+k (spin to [CH])
Terror Circular	a (or A to end in SH)
Terror Stomper	b
Terror Belfree	k, k
Base Hold [BH]	⇨, b+k
Side Hold [SH]	⇦, b+k

Special Stance: Base Hold [BH]

Base Hold [BH]	⇨, b+k or [FC] ⇖, b+k

During Base Hold Stance

Grieve Slice	a (or A to end in [SH])
Grieve Lifter	b (or B to end in [CH])
Air Divide	ba
Grieve Rum	k
Fiend Shatter	a+b
Chief Hold [CH]	b+k
Side Hold [SH]	⇦, b+k

Special Stance: Side Hold [SH]

Side Hold [SH]	⇦, b+k

During Side Hold Stance

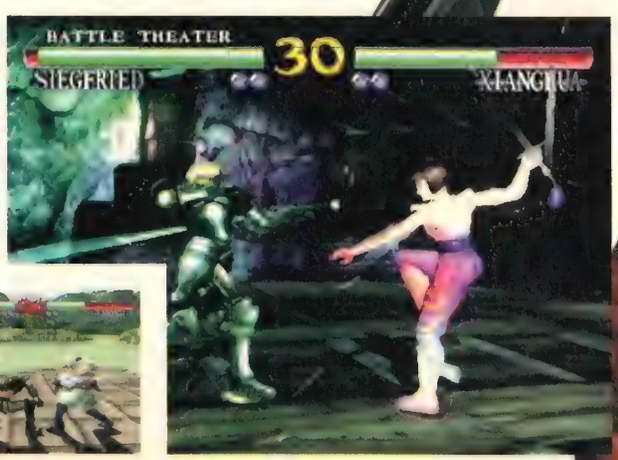
Double Phantom Slash	a, a
Phantom Slash Grounder	a, ⇩, a
Phantom Dipper	b (or B to end in [CH])
Soul Biter	ba
Phantom Toe Kick	k
Chief Hold [CH]	b+k
Base Hold [BH]	⇨, b+k

8 Way Run

Right Slasher	⇖ or ⇨ or ⇗, a
Wind Slash	⇩ or ⇧, a
Back Spin Slash	⇗ or ⇦ or ⇖, a
Lock Splitter	⇨, b
Helmet Divide	⇨, ba
Sky Splitter	⇖ or ⇗, b (or B to end in [CH])
Sword Buster	⇩ or ⇧, b (or B to end in [BH])
Gun Turret Buster	⇩ or ⇧, b, ⇨
Rampart Buster	⇩ or ⇧, b, ⇦
Armour Breaker	⇩ or ⇧, bg, b, b (or B to end in [CH])
Break Kick	⇩ or ⇧, bg, b, k
Armour Breaker	⇩ or ⇧, b, b, b (or B to end in [CH])
Break Kick	⇩ or ⇧, b, b, k
Buster Grounder	⇩ or ⇧, b, ⇩, a
Shadow Impact	⇗ or ⇖, b
Fatal Drive	⇦, b, b (or ⇦, B, b to switch to [BH])
Slide	⇨, k
Shoulder Charge	⇖ or ⇗, k
Spin Kick to...	⇩ or ⇧, k... (link in any spin kick)
Jumping Brave Kick	⇗ or ⇦ or ⇖, k
Drop Kick	⇨, b+k
Spin to Chief Hold [CH]	⇖ or ⇩ or ⇗ or ⇖ or ⇧ or ⇗, b+k
Side Hold [SH]	⇦, b+k

Throws

Hilt Impact	g+a
Nightmare Slasher	g+b
Flap Jack	(FC) g+a or g+b
Downed Flap Jack	(OD) (FC) g+a or g+b
Calamity Fall	(left) any throw
Unholy Terror	(right) any throw
Witch Hunt	(back) any throw



Sophitia

Dreamcast Solutions

Sophitia

Name:	Sophitia
Weapon:	Short Sword and Small Shield
Weapon Name:	Omega Sword and Elk Shield
Style:	Saint Athena
Age:	21
Birth date:	March 12th
Family:	Father (Achelous), Mother (Nike), Younger Brother (Lucius), Younger sister (Cassandra)
Birth Place:	Athens, under occupation of Ottoman Empire
Height:	5ft 6
Weight:	It's a secret!
Blood Type:	B

Special Attacks

Second Strike	a, a
Slide Tornado	a, k
Slide Flow	⇨, a, b
Silent Cross	⇨, ➡, a
Angel Punisher	⬂, a
Under Slide Blade	⇩, a
Iron Butterfly	⬃, a, a
Cutlass Europa	⇦, a, a, a
Cutlass Titan	⇦, a, b
Reverse Mirage	⇦, ⬅, a
Angel Satellite	⇩, ⬂, ⇨, a, a
Angel Satellite Beta	⇩, ⬂, ⇨, ⇩, ~ or ⇧ ~ a, a
Goddess Salute	(WR) a
Under Stream	G, ⇧ (land) a
Air Side Spin	⇧, a
Nasty Impale	ba, b, b, b
Twin Flow	b, b
Angel's Flow	b, k
Quick Strike	⇨, b
Olympus Cannon	⇨, ➡, b
Grace Heaven	⬂, b
Guardian Strike	⇩, b, b or (FC) ⬂, b, b
Under Splash	⬃, b
Sword Shower	⇦, b
Guardian Upper	⇦, ⬅, b
Heaven's Gate	⇦, ⬅, ba
Angel's Strike	⇩, ⬂, ⇨, b
Heaven's Judgement	⇩, ⬂, ⇨, ba, a, a, k
Jet Stream Rush Beta	⇩, ⬂, ⇨, ⇩, ~ or ⇧ ~ b, a, b
Flare Upper	G, ⇧ (land) b
Diving Splash	⇧, b
Exile	(WR) b
Grace Sault	kb
Kick Duo	k, k
Plasma Blade	⇨, ➡, k
Angel Side Kick	⬂, k
Spring Under Kick	⇩, k
Tornado Low Kick	⬃, k
Gaea Kick	⇦, ⬅, k
Angel's Spring	⇩, ⬂, ⇨, k or (WR) k
Holy Crest Kick	⇩, ⬂, ⇨, ⇩, ~ or ⇧ ~ k
Holy Crest Kick	G, ⇧, k
Moon Mirage Kick	G, ⇧ (land) k
Angel's Spiral Alpha	⬁, k, a, b
Angel Fall	⬁, k, b
Angel's Sault	⬁, k, k
Angel's Spiral	⬂, a+b
Gaea Quake	⇧, a+b
Mirage Satellite	(WR) a+b
Tornado High Kick	a+k
Tornado Feint	a+k, k
Temperance Strike	b+k, b
Jet Stream Rush	⇨, ➡, b+k, a, b
Olympus Shower	⇦, ⬅, b+k
Tower Upper	(WR) b+k
Angel Step	⇩, ⬂, ⇨
Angel Step Cancel	⇩, ⬂, ⇨, ⇩, ~ or ⇧, ~
Twin Angel Step	⇩, ⬂, ⇨, ⇩, ⬂, ⇨
Twin Step Cancel	⇩, ⬂, ⇨, ⇩, ⬂, ⇨, ⇩, ~ or ⇧, ~
Twin Angel Step Alpha	⇩, ⬂, ⇨, ⇩, ⬊

8 Way Run

Silent Cross	⬂ or ⇨ or ⬁, a
Shield Rush	⇧ or ⇩, a
Silent Stream	⬃ or ⬀, a, a (or a, A)
Reverse Mirage	⇦, a
Olympus Cannon	⇨, b
Ascension	⬂ or ⬁, b
Shield Smash	⇩ or ⇧, b
Tower Upper	⬃ or ⇦ or ⬀, b
Sliding	⇨, k
Plasma Blade	⬂ or ⬁, k
Grace Sault	⬂ or ⬁ or ⇧ or ⇩, kb
Angel Side Kick	⇧ or ⇩, k
Tornado High Kick	⬃ or ⬀, k
Tornado Feint	⬃ or ⬀, k, k
Gaea Kick	⇦, k
Spiral Upper	a+b
Tornado High Kick	a+k
Tornado Feint	a+k, k
Jet Stream Rush	⇨, b+k, a, b
Olympus Shower	⇩ or ⬂ or ⬁ or ⇧ or ⬀ or ⇦ or ⇨, b+k

Throws

Widow Maker	(near) g+a
Holy Cracker	(near) g+b
Heaven to Hell (during Holy Cracker)	⇩, a or b
Heaven's Writing	(near) ⇨, ➡, g+a
Round Knocker	(left) any throw
Broken Promise	(right) any throw
Bottoms Up	(back) any throw

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essential information >

Dreamcast solutions

Taki

Name:	Taki
Weapon:	Ninjatou
Weapon Name:	Rekki Maru and Mekki Maru
Style:	Musou Baton Ryu
Age:	25
Birth date:	Unknown
Family:	Parents and brothers, all taken by diseases Master Toki
Birth Place:	Japan
Height:	5ft 7
Weight:	117lbs
Blood Type:	A

Taki

Special Attacks

Shadow Shrine	a, ⇨
Shadow Ripper	a, a, ⇦
Silent Shadow	a, a, ⇨, ⇦
Darkness Illusion	a, ⇦, ⇦
Shadow Rush	a, b, k
Shadow Cannon	a, b, ⇦, b+k
False Shadow	⇨, a
Possessed Misery	⇨, ➡, a, ⬋
Burning Misery	⇨, ➡, a, b, b, b
Shadow Split	⬉, a
Earth Scroll	⇩, a, k
Reaping Hook	⬀, a
Curse	⇦, a
Bamboo Cutter	⇦, ⬅, a
Hanging Phantom	G, ⇧ (land) a
Air Phantom	⇧, a
Shadow Claw	(WR) a, a, a
Shadow to Possession	b, a, ⬋
Shadow Scroll	b, a, a
Shadow Banishment	b, a, k
Heavy Shadow	b, a, ⇨, k
Shadow to Stalker	b, a, a+b or b, a, ⇩, a+b or b, a, ⇧, a+b
Lightning Strike	b, b, b
Blood Scroll	b, k, a
Silence	⇨, b
Assassin's Strike	⇨, ➡, b
Assassin's Feather	⬉, b
Mekki-maru's Darkness	⇩, b, a
Free Shadow	⬀, b
Darkness to Possession	⇦, b
Seal	⇦, ⬅, b
Darkness Banishment	G, ⇧ (land) b, b
Air Calm	⇧, b
Seal of the Fire Dragon	⇦, ⬀, ⇩, ⬉, ⇨, b
Darkness Banishment	(WR) b, b
Banishment to Stalker	(WR) b, a+b or (WR) b, ⇩, a+b or (WR) b, ⇧, a+b
Darkness to Stalker	(turn) b, a+b
Haste	k, k, k
Water Haste	k, k, ⇩, k
Divine Punishment	⇨, k, a
Hurricane Punishment	⇨, ➡, k
Rapid Destruction	⬉, k, k, k
Punishing Strike	⇩, k, k
Sealing Punishment	⬀, k
Water Kick	⇦, k, k
Mat	⇦, ⬅, k, k
Rapid Destruction Alternate	G, ⇧ (land) k, k, k
Haste Alternate	G, ⇧, k, k, k
Divine Cannon	(WR) k
Sealing Punishment 2 Possession	(FC) ⬉, k, ⬋
Stalker	a+b
Stalker Lower	⇩, a+b
Stalker Upper	⇧, a+b
Poison Dart	(FC) ⬀, a+b
Advancing Cloud Scroll	a+k
Hurricane Punishment	⇨, a+k or ⇦, a+k
Cloud Scroll	⇩, ~ or ⇧ ~ a+k
Storm Cloud Scroll	⇩, ~ or ⇧ ~ a+k, a
Fog Blanket	⇩, a+k
Divine Cannon Combo	(FC) a+k, k
Fog Blanket	(turn) ⇩, a+k
Ninja Cannon	⇦, b+k
Heavy Burden	(turn) b+k

Special Stance

Wind Roll Front	b+k

During Wind Roll Front

Mekki-maru Wind	a
Divine Wind	b
Wind Death Sault	b, b, b
Wind Sealing Rush	b, k, b
Wind Roll Inner	⇩, b+k
Wind Roll Outer	⇧, b+k
Side Breeze	a

Special Stance

Possession	⇩, ⬀, ⇦

During Possession

Possession Rush	⇨
Storm Scroll	a
Mekki-maru Wind	⇦, a
Dream Scroll	b
Dragon Wheel	k
Vacuum Drop Kick	⇩, k
Awakening Rush	⬉ or ⇧ or ⬀, k, a
Exorcism	a+b

8 Way Run

Possessed Misery	⇨ or ⬉ or ⬀, a, ⬋
Buring Misery	⇨ or ⬉ or ⬀, a, b, b, b
Wind Scroll	⇧ or ⇩, a
Shadow...	⬀ or ⬉, a... (links to any Slash combo)
Bamboo Cutter	g, a
Assassin's Strike	⇨ or ⬉ or ⬀, b
Illusion Scroll	⇧ or ⇩, b
Darkness	⬀ or ⬉, b
Scroll of Darkness	⇧ or ⇩, ba
Seal	⇦, b
Sliding	⇨, k
Heavy Burden	⬉ or ⬀, k
Cloud Scroll	⇧ or ⇩, k
Storm Cloud Scroll	⇧ or ⇩, k, a
Water Kick	⇧ or ⇩, k, k
Mat	⇦, k, k
Stalker	a+b
Possession	a+k
Wind Roll	b+k

Throws

Return of the Sun	(near) g+a
Departure in Fire	(near) g+b
Crossing the Cliff	(near) ⇨, ➡, g+b
Cellar Drop	(left) any throw
Jute Burial	(right) any throw
Dropping the Bottle	(back) any throw

Special Attacks

Scissor Claw	a, a
Dark Shredder	a, b, a
Side Claw Kick	a, k
Jolly Ripper	⇨, a
Elegant Claw	⇨, ➡, a
Blind Blade	⬂, a
Rat Chase	⇩, a, k
Rat Cheeze	⇩, a, a, a, k
Mouse Cutter	⬃, a
Blind Spin	⇦, a, a
Lunatic Doll	⇦, ⬅, a
Suspended Gears	G, ⇧ (land) a
Brain Robber	⇧, a
Scorpion Claw	(WR) a
Grave Digger	ba
Stampede Shredder	b, b
Full Stampede Shredder	(back) b, b, b
Blade Nail	⇨, b
Demon Elbow	⇨, ➡, b
Guillotine Scissors	⬂, b, b
Power Slave	⇩, b, b
Asylum Dance	⬃, b, k, k
Hell Digger	⇦, B
Hell Chop 2 Blind Claw	⇦, b, a
Suspended Pendulum	G, ⇧ (land) b
Floral Callus	⇧, b
Bat Taste	(WR) b, b
Rat Drill	(FC) ⬂, b
Blind Dive	⇨, ➡, k
Mute Mid Kick	⬂, k
Rat Kick	⇩, k
Scorpion Tail	⬃, k
Lunatic Flip	⇦, ⬅, k
Rat Slaughter Kick	G, ⇧ (land) k
Rat Drop Kick	⇧, k
Lunatic Spin	(WR) k
Insane Flip	⇨, ➡, g+a+b
Insane Freak	⇨, ➡, g+a+b, k
Praying Mantis	a+b
Katar Gore	⇨, a+b
Gate Opener	⇨, ➡, a+b
Gate Pryer	⇨, ➡, a+b, k
Evil Bow	⇩, a+b
Guillotine Scissors Alternate	⇦, a+b
Blind Dive	(FC) ⬂, a+b
Death Rose	a+k
Web Weaver	⇦, a+k
Super Freak	b+k
Super Freak Inner	⇩, b+k
Super Freak Outer	⇧, b+k
Rat Bounce	(FC) b+k

Special Stance

Caliostro Rush	⇩, ⬂, ⇨

During Caliostro Rush

Katar Slap	a, a
Slap Blind Claw	a, ⬂, a
Blind Slap	a, ⇦, a
Mad Shredder	b, b, b
Rat Slaughter Kick	k
Snake Eater	a+b
Lunging Rat Bounce	b+k
Life Sucker	g+a

Special Stance

Rat Chaser	⬃, ⇩, ⬂

During Rat Chaser

Rat Retreat	⬋
Scorpion Kick	k

Special Stance

Mantis Crawl	⇩, a+k or ⬂, a+k

During Mantis Crawl

Mantis Fire Dance	⇨, ➡
Twisted Salute	a
Asylum Breakout	b
Scorpion Kick	k
Blind Dive	k
Mantis Walk	➡ or ⬅

Special Stance

Blind Stance	⇩, ⬃, ⇦

During Blind Stance

Mantis Crawl	⇩, a+k
Blind Claw	a
Madness Spin	⇨, a
Lunatic Wheel	⇨, ➡, a
Mute Elbow Rush	⇦, a, b
Shredder	b
Rat Straight	⇨, b
Red Stitch	⇨, ➡, b
Scarecrow	⇨, ➡, ba
Death Ensnare	⇦, b, b
Blind Elbow Rush	⬅, b, b
Blind Kick	k
Scorpion Tail	⬃, k
Mute Kick	⇦, k
Blind Drop Kick	⇩, k
Freak Roll	a+b
Spasm	⬇
Freak to Mantis Crawl	G
Reverse Evil Bow	⇩, a+b
Death Rose	a+k
Blind Ownership	g+b

8 Way Run

Elegant Claw	⇨, a
Silent Embrace	⬂ or ⬀, a
Blind Blade	⇧ or ⇩, a
Lunatic Doll	⇦ or ⬃ or ⬂, a
Demon Elbow	⇨ or ⬂ or ⬀, b
Despair	⇧ or ⇩, b
Madness Scissors	⬃ or ⬂, b
Hell Digger	⇦, B
Hell Chop to Blind Claw	⇦, b, a
Sliding	⇨, k
Demon Tail	⬂ or ⬀, k
Mute Low Kick	⇧ or ⇩, k
Scorpion Tail	⬃ or ⬂, k
Lunatic Flip	⇦, k
Gate Opener	⇨ or ⬃ or ⬀ or ⇧ or ⇩, a+b
Gate Pryer	⇨ or ⬂ or ⬀ or ⇧ or ⇩, a+b, k
Caliostro Rush	b+k

Throws

Spinning Umbrella	(near) g+a
Centipede Nightmare	(near) g+b
Bloody Drill	(near) g+k
Fool's Inquest	(left) any throw
Bush Whacker	(right) any throw
Sadistic Spider	(back) any throw

Voldo

Dreamcast Solutions

Voldo

Name:	Voldo
Weapon:	Katar
Weapon Name:	Shame and Blame
Style:	Own Style
Age:	46
Birth date:	August 25th
Family:	Parents and four brothers, all killed in war
Birth Place:	Palermo, Italy
Height:	6ft
Weight:	185lbs
Blood Type:	A

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Xianghua

Dreamcast Solutions

Xianghua

Name:	Xianghua
Weapon:	Chinese Sword
Weapon Name:	Krita-Yuga
Style:	The sword art learnt from her mother
Age:	16
Birth date:	April 2nd
Family:	Father is said to be dead. Mother passed away five years ago
Birth Place:	Ming Empire
Height:	5ft
Weight:	101lbs
Blood Type:	B

Special Attacks

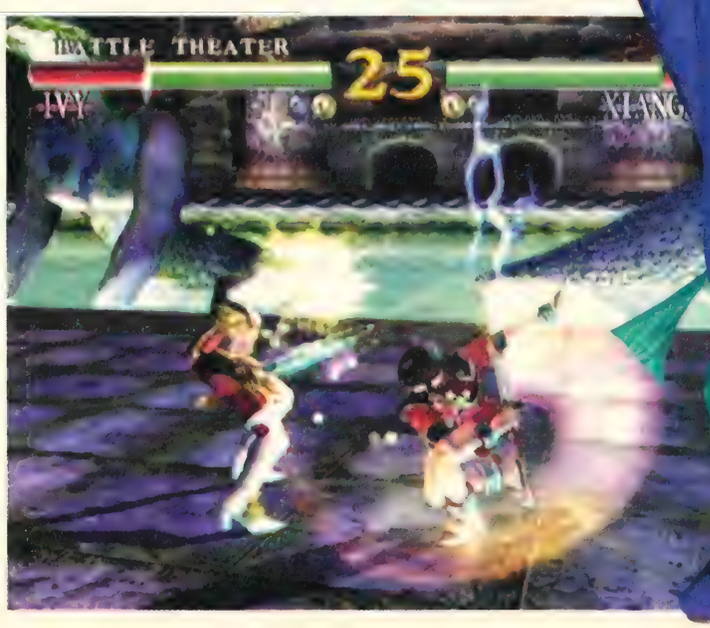
Beautiful Rhythm	a, a, b
Tzao Lan Hua Rhythm	a, a, ⇦, b, b
False Tzao Lan Hua Rhythm	a, a, ⇦, b, b, b
False Rhythm	a, a, ⇧ or ⇩
Lian Hua Twist – Left	ab
Feng Yun Feint	ak, b
Double Feng Yun	ak, k
Cross Lian Hua	⇨, a
Striking Lian Hua	⇨, ➡, a
Shui Shian Strike	⇘, a
Rhythm Halt	⇩, a
Chai Hua	⇗, a
Stroming Lian Hua	⇦, a
Lan Hua Slice	⇦, ⬅, a
Lan Hua	⇦, ⬅, A
Falling Chai Hua	G, ⇧ (land) a
Yann Slice	⇧, a
Muu Jiann Rhythm	(WR) a, a
Elegant Rhythm	b, b
Lian Hua Twist-Right	ba
Mei Hua Circle	bk
Advancing Rhythm	⇨, b, a
Deadly Rhythm	⇨, b, b
Playful Rhythm	⇨, ➡, b, b
Lian Hua Upper	⇘, b
Rhythm Break	⇩, b
Shan Ji	⇗, b, a
Tzao Lan Hua	⇦, b, b
Tzao Lan Hua Feint	⇦, b, b, b
Vengeful Lian Hua	⇦, ⬅, b
Shiang Ryh Kwei	G, ⇧ (land) b
Yann Slash	⇧, b
Shiang Ryh Kwei	(WR) b
Shiang Ryh Kwei Feint	(WR) ba
Mei Guei Hua	(FC) ⇘, b
Mei Guei Hua Feint	(FC) ⇘, b, b
Yuen Kick	k
Outer Heh Kick	kb, b
Heh Kick	⇨, k
Woan Shyong Swing	⇨, ➡, k
Sheau Shan Kick	⇩, k
Woan Shyong Nibble	⇩, k
Circle Breaker	⇨, k
Circle Breaker Feint	⇗, ka, a, b
Circle Breaker Fient to Feng Yun	⇗, ka, a, k
Shan Kick	⇦, k
Ta	⇦, ⬅, k
Lian Hua Sweep	G, ⇧ (land) k
Inner Heh Kick	⇧, k
Rising Shui Shian	(WR) k
Muu Jiann	a+b
Muu Jiann Advance	⇨, a+b
Great Wall	⇨, ➡, a+b
Lian Hua Cannon	⇘, a+b
Yann Divide	⇩, a+b
Muu Jiann Retreat	⇦, a+b
Mei Hua Divide	(WR) a+b, b
Mei Hua Carve	(WR) a+b, ⇩, b
Guei	(down) a+b
Hou Lee	a+k
During Hou Lee: Lower Great Wall	b+k
Lian Hua Sweep	⇩, a+k, k
Advancing Bea Her Hua	⇨, ➡, b+k
Lower Great Wall	⇘, b+k
Quake Step	⇩, b+k
Hwu Dye	⇗, b+k
Muu Ling	⇦, b+k
Retreating Bea Her Hua	⇦, ⬅, b+k
Ta	⇦, k
Great Wall	⇨, a+b
Ma Chiueh	⇧ or ⇖ or ⇗ or ⇩ or ⇩, a+b
Hou Lee	a+k
Advancing Bea Her Hua	⇨, b+k
Bea Her Hua	⇧ or ⇖ or ⇗ or ⇩ or ⇩, b+k
Retreating Bea Her Hua	⇦, b+k

8 Way Run

Striking Lian Hua	⇨, a
Li	⇘ or ⇗, a
Spinning Lian Hua	⇧ or ⇩, a
Ing Hua	⇗ or ⇖
Lan Hua Slice	⇦, a
Lan Hua	⇦, A
Playful Rhythm	⇨, b, b
San Jaan	⇘ or ⇗, b
Playful Slice	⇧ or ⇩, b
Vengeful Lian Hua	⇦ or ⇗ or ⇖, b
Sliding	⇨, k
Circle Breaker	⇘ or ⇗, k
Circle Breaker Feint	⇘ or ⇗, ka, a, b
Circle Breaker Feint to Feng Yung	⇘ or ⇗, ka, a, k
Outer Heh Kick	⇧ or ⇩ or ⇖ or⇨, k

Throws

Yuen Chuei Shaur	(near) g+a
Long Ling Sheang	(near) g+b
Tien E Sheang	(left) any throw
Yng Dyi Yann	(right) any throw
Yuh Luen Shaur	(back) any throw



Dreamcast Solutions

essential information

Yoshimitsu

Name:	Yoshimitsu
Weapon:	Katana
Weapon Name:	Yoshimitsu
Style:	Manji Ninjitsu
Age:	Unknown
Birth date:	Unknown
Family:	Unknown. Clan Perished
Birth Place:	Unknown
Height:	5ft 7
Weight:	126lbs
Blood Type:	O

Yoshimitsu

Special Attacks

Rapid Gale	a, a
Gale	⇨, a
Breath	⇨, ➡, a
Scattering Wealth	⇘, a
Parting Grass	⇩, a
Stone Backhands	⇗, a, a, a, a, a
Stone Fist	⇦, a, a, a, a, a
Mouthless	⇦, ⬅, a
Bill of the Demon	G, ⇧ (land) a
Rebirth of the Demon	⇧, a
Sunflower	(WR) a
Sword Sweep	(FC) ⇗, ⇦, a
Rapid Grace	b, b
Ninja Blade Rush	ba
Sword Spirit 1st	⇨, b
Sword Spirit 2nd	⇨, b⇩
Sword Spirit 3rd	⇨, b⇧
Firmiana Branch	⇨, ➡, b
Pomegranate	⇘, b
Rain Time	⇩, b
Sword Slice	⇗, b
Sword Impale	⇦, ⬅, b
Spinning Sword	⇦, ⬅, ba
Quick Spinning Sword	⇦, ⬅, ba, g
Double Front Slice	⇩, ⇘, ⇨, b
11th Moon	G, ⇧ (land) b
Autumn Moon	⇧, b
Tangled Beating	(WR) b
Manji Carve Fist	(FC) ba or ⇩, ba
Heretic Sword	(FC) ⇘, b
Kogarashi	k
Zig-Zag	⇨, k, k
Hail	⇘, k
Knee Bash	⇨, ➡, k
Dust Banishment	⇩, k
Kangaroo Kick	⇗, k
Bullet Cutter	⇦, k, b
Bullet Rapid Hell	⇦, k, B
Mizore	(WR) k
Oroshi	G, ⇧, k
Mountain wind	G, ⇧ (land) k
Storm	⇧, k
Lunging Sweep	(FC) ⇩, k
Spinning Low Kicks	(FC) ⇗, k, k, k, k, k
Backhand	⇨, a+b
Crying Spirit Sword	⇨, ➡, a+b
Crying Spirit Sword - Death	⇨, ➡, a+b, g, ⇦
Crying Spirit Sword to Sword Pogo	⇨, ➡, a+b, g, ⬆
Digging Cyclone	⇩, a+b, b
Helicopter Leap	⇗, a+b
Helicopter Down Slash	⇗, a+b, ⬇
Reverse Helicopter	⇗, a+b, ➡
Standing Suicide	⇩, a+k
Fake Turning Suicide	⇨, ➡, a+k
Turning Suicide	⇨, ➡, A+K
Door Knocker	⇨, b+k, b, b, b
Shark Attack Combo	⇨, ➡, b+k, a+b, k
Shark Helicopter	⇨, ➡, b+k, A+B
Circium	⇘, b+k
Spinning Evade	⇦, b+k, b, b, b, b, b, b
Poison Wind	⇗, b+k

Special Stance

Sword Pogo	a+b

During Sword Pogo

Sit	b+k
Kangaroo Kick	k
Pogo Rush	⇨, ⇨
Pogo Hop	⇘ or ⇧ or ⇗

Special Stance

Sit	b+k

During Sit

Sit	⇩, b+k
Gain Life	~
Teleport	⇨ or ➡

8 Way Run

Breath	⇨ or ⇘ or ⇗, a
Hiraki	(right) a
Mouthless	(left) a or ⇦, a
Mist Banishment	⇗ or ⇖, a
Firmiana Branch	⇘ or ⇗ or ⇨, b, b
Rain Thicket	⇧ or ⇩, b
Crying Hell Flames	⇗ or ⇖, b, a, b
Sword Impale	⇦, b
Sliding	⇨, k
Knee Bash	⇘ or ⇗, k
Whirlwind	⇧ or ⇩, k
Bullet Cutter	⇦ or ⇙ or ⇖, k, b
Bullet Rapid Hell	⇦ or ⇙ or ⇖, k, B
Crying Spirit Sword	a+b
Crying Spirit Sword – Death	a+b, g, ⇦
Crying Spirit Sword to Sword Pogo	a+b, g, ⬆
Shark Attack Combo	⇘ or ⇨ or ⇗, b+k, a+b, k
Shark Helicopter	⇘ or ⇨ or ⇗, b+k, A+B
Ninja Sun Flare	b+k
Ninja Sun Flare to Sit	⇧ or ⇩ or⇦ ⇖ or ⇦, b+k, ⇩
Ninja Sun Flare to Sword Pogo	⇧ or ⇩ or ⇖ or ⇦, b+k, ⇧

Throws

Jaw Smash	(near) g+a
Jumping Body Slam	(near) g+b
Rainbow Drop	(near) ⇩, ⇙, ⇦, a+b
Elegant Storm	(left) any throw
Manji Ninjitsu Blend	(right) any throw
Tornado Drop	(back) any throw

walkthrough

Shadow Man

The forces of evil are waiting for you... time to take them down!

Shadow

CONTROLS

Wander the realms of the dead with these controls...

- Move the Shadow Man around
- Open doors/pick-up
- Draw gun
- Fire gun
- Jump
- Nothing
- Duck/roll
- Pause
- Changes viewpoint

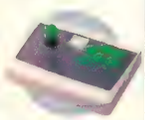
essential information

Dreamcast solutions

Shadow Man

Publisher	Acclaim
Developer	Acclaim Studios
Origin	UK
Genre	Adventure

one player



arcade stick

vibration pack

visual memory

VM information

Save position →	Y
Logo during play →	Y
Mini-game →	N

essential information

Dreamcast magazine says

"It looks like the Dreamcast incarnation of Shadow Man will be the best of the bunch."

A BAG OF BONES

If you want to be the top Shadow Man, you're going to need the right equipment. Some of these items are more difficult to locate than others but persevere and you'll find them all.

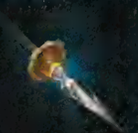
Shadowgun

Your basic weapon of the shadows, this gun fires out wraiths that envelop the target. As you grow more powerful, so does your gun – put it to good use!

Asson

The sacred rattle of the Mambo does more than just make a noise. Use it to throw out mini-fireballs towards your enemy and burn them to a crisp!

Baton



Point the Baton at anything that moves to throw out a flaming burst of fire that burns anything that it touches. It also has another purpose...

awesome moment

Watch carefully as our story unfolds... it's clear that this is going to be no picnic!

Man

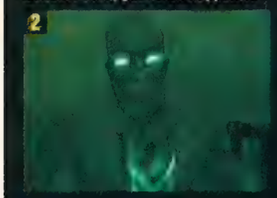
BRING OUT YOUR DEAD!

> If one thing is certain, it's that *Shadow Man* is not filled with people you'd like to meet on a Friday night. Even the good guys aren't all that 'good'... still, that doesn't mean you can't help them fight the forces of evil now, does it?

THE GOOD GUYS

Mike LeRoi – The Shadow Man

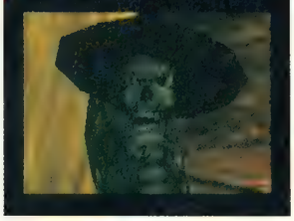
A failure in life, Mike turned to the world of voodoo after his family were all killed in a brutal gangland attack. He's the baddest dead man that ever walked!



[1] As Mike LeRoi, your powers are limited to the human world. [2] As Shadow Man, you're unstoppable!

Jaunty – Deadside Serpent

Because Mama Nettie cannot venture into Deadside, Jaunty acts as her eyes and ears in the land of the dead. He's just like a snake version of Frank Carson!



Mama Nettie – Voodoo Priestess

After seeing visions of the end of the world, Mama Nettie sends the Shadow Man out to stop Legion. She'll provide you with advice when you need it.

THE FIVE

Dr Victor Karl Batrachian – The Lizard King

A doctor with a dark past, Batrachian has taken the moniker of 'The Lizard King' as well as being the leader of The Five. A dangerous man indeed.

John G Pierce – Jack The Ripper

The history of Jack The Ripper is steeped in rumour and hearsay. Who was he? How did he get away with it? Believe us, you're going to get the answers when you meet him!

Marco Roberto Cruz – The Repo Man

After kidnapping and killing ten innocent people, Cruz became a perfect candidate for membership of The Five. Watch out for his deadly aim!

Milton T Pike – The Video Nasty Killer

A Vietnam veteran and Green Beret who joined a left-wing militia group, he used to send videos of his killings to the police. He's a big man so don't underestimate him.

The Home Improvement Killer

Possibly the most psychopathic of the group, the Home Improvement Killer is so called because of his tendency to decorate his home with the remains of his victims. Nice.

LEGION

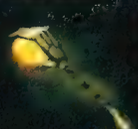
'For We Are Many...'

Not much is known about Legion although many believe he is evil incarnate. Don't underestimate his power or your journey will be over very quickly...

Engineer's Key

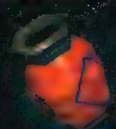
Found within the walls of Asylum itself, this device allows you to open up many of the locked doors inside this hellish place.

Flambeau



Need a light? Try the Flambeau for an illuminating experience. It even lets you burn down certain blockages if you need to get through...

Calabash



Much like a modern-day hand grenade only with slightly more 'bang'. Throw it down and then immediately run like mad to avoid the blast!

Marteau

Use this magical weapon to create vicious shockwaves that harm anything in range. Also handy for a little ritual drum playing!

Violator

You might be able to guess why it has such an unpleasant name – needless to say it's not nice to be on the receiving end of an attack from it!

continued>

walkthrough

shadow man

continued

Shadow Man

LEVEL 01

Bayou Paradis, Louisiana

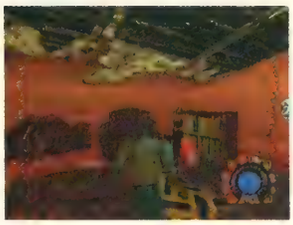
From your starting point in the shallow waters of the bayou, turn right and grab the Cadeaux that's hiding in a little crevice before running forwards past the birds and entering the tunnel ahead when you reach dry land.

Follow this passage through the canyon, jumping over the small gaps as you go, until you reach another stretch of water. Take a right and wade through the pool, entering the cavern beyond and collecting the two Cadeaux – carry on through the passage and under the bridge to find one more. Head back to the pool and climb the ramp, jumping at the top to cross to the ledge on the other side. Cross the bridge just ahead but jump as you hit the middle of it otherwise you'll fall as it collapses beneath you.

Carry on down the path between the two ridges until you get to a boat sitting in a shallow pool. Ignore the dog and climb up onto the wooden walkway, then run along it and go round the hut at the end. There are some Cadeaux inside but you can't reach them yet, so just keep heading along the narrow path. The gate blocking the doorway of the next house is locked – don't try to open it. Jump up at the rope tied to the wall instead and climb along to the ledge beyond.

Grab the Cadeaux as you drop down and enter the cavern in front of you. Climb the steep stone step into the mine, collect another Cadeaux and then run down the passage and up the ramp on the right. Turn left and leap over to the Cadeaux on the wall – as you grab it, you'll also catch hold of a narrow ledge that you move along. Clamber to the left and when you are level with the wider opening, pull yourself up and run through the short tunnel to enter the church grounds.

Explore the grounds to find a crypt with a huge padlock on the door and another Cadeaux at the rear of the church. Don't worry about the dogs as they won't hurt you so just run back to the edge of the grounds and enter the church through the large double doors. Inside you'll find Nettie, who will give you back your items – a pistol and your brother's teddy bear, which you can use to travel between Liveside and Deadside. Once



you know what to do next, collect the two Cadeaux lying around and then head through the door opposite Nettie's room. Push the large crate out of the way and grab four more Cadeaux, then head back outside to the grounds.

Go over to the crypt and blow the padlock off with your pistol (make sure you've armed it in the Inventory screen) then go inside to find an abandoned mine. Drop into the hole and surface quickly when you land in the water – sadly, breathing underwater isn't one of your strong points! Swim down the trench to make it back onto dry land, but don't get too excited as you need to drop into the next pool that you find. Follow the next watery trench along, diving down briefly to grab another Cadeaux, then make a series of quick dives to swim through the underwater passages connecting each chamber.

At the end is a large lake – swim ahead and towards the submerged building on the

right. Grab the Cadeaux under the water behind it, then swim inside it and climb onto the ledge to get a shotgun. Go back outside and head for the other building that contains a ramp onto dry land, but watch out for the two alligators as you surface. Follow the dry gully along and pass through the next cavern (which contains Nettie's guard dogs and another Cadeaux) then drop into a rocky canyon. Head down here, climbing the stone steps as you go and grabbing another Cadeaux and you'll eventually find yourself in the passage underneath the broken bridge – carry on through and make your way back through the level.

When you get back to the boat, go round the back of it and blow off all the planks to open a hole in the side – go in and drop through the gap to enter a chamber with three Cadeaux inside as well as a whole stack of barrels. Follow the tunnel at the rear of the chamber to find a Govi, even though you can't open them yet. Drop down to the floor below then follow the path to emerge back near the broken bridge again!

Make you way back past the boat and along the wooden walkway, blowing the barrels away that block the entrance to the first hut in order to collect two more Cadeaux. You still can't open the gate around the corner though, so now is the time to whip out your teddy bear and travel to the Marrow Gates in Deadside.

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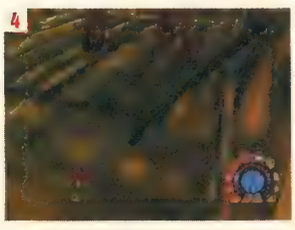
4



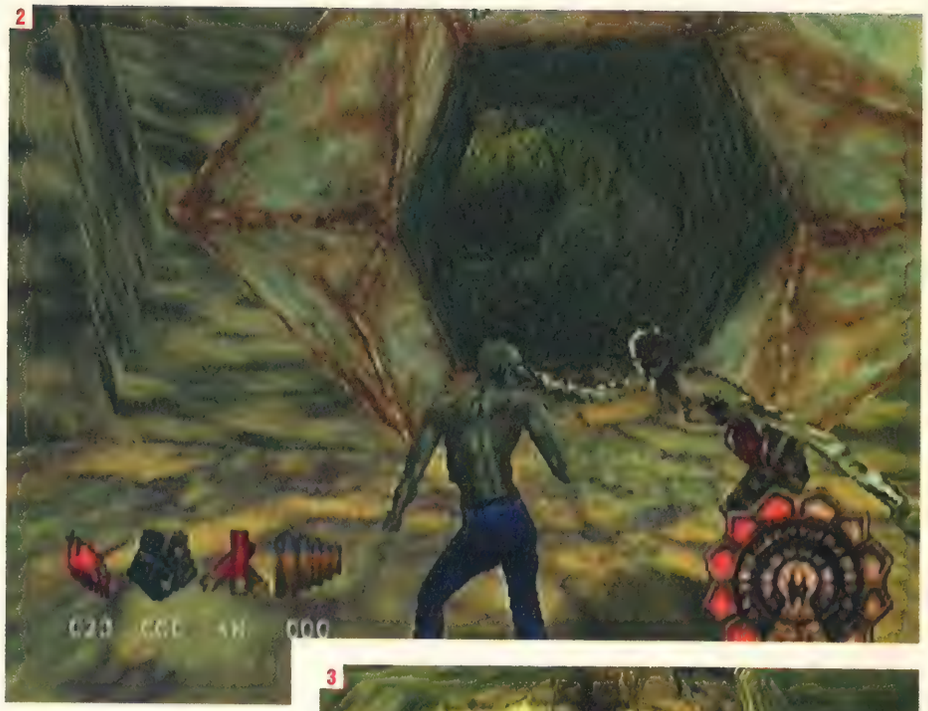
[1] Take care when you run over this bridge... It looks rickety! [2] When you enter this large lake, you need to take a detour before getting out on the left... [3] Swim through the waters over to the boat shed. [4] Inside the shed, you'll find a Govi that you can't open yet and the much needed Shotgun. Grab it and be ready to use it straight away!

awesome moment

You'll be making journeys like this constantly through the game... don't get sick!

1

2



Shadow Man LEVEL 02

Marrow Gates, Deadside

Wade through the murky water and take out the Ghoul that lurks behind the stone pillar with your Shadowgun. Take a quick look to your left – the liquid coming out of the wall forms Blood Falls. You can't climb them yet, but remember where they are as you'll need to come back here later when you've earned new abilities. Carry on through the water and take out the Ghoul that rises up as you reach dry land, then head into the canyon and blast some more Ghouls. Continue down the passage, jumping over the water and trenches until you find your friend Jaunty sitting outside the Marrow Gates.

After finding the next piece to the story puzzle, head through the now-open gates and follow the long passage beyond. Wade through the shallow water along the path, but watch out for the Ghouls that pop up from time to time. At the far end of the tunnel, watch out for an ambush by a Ghoul that stands to the left – you'll have to run past him and turn around to kill him. Get the Ghoul standing at the bottom of the ramp and then take a quick look around. Remember the location of the door with three drum-like posts in front of it on the right, then head back to the ramp you came down originally and climb up, going down the passage that is in front of you.

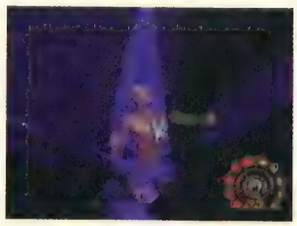
Follow the rocky chasm along, killing another Ghoul, until you reach an open area at the end. Turn right and deal with the Ghoul there. Follow the path through the gap and past a floor tile that looks vaguely familiar (the church grounds perhaps in the Bayou?) and then get the next Ghoul on the left. Blow open the two nearby jars to get another two Cadeaux, then drop down the steps and take out the Ghoul at the bottom – remember that there is another Blood Falls above the pool ahead of you.

Head back up the steps past the floor tile and walk across the rock bridge over the area below, making sure you leap over the gap in the middle. Follow the passage beyond – notice the flame-marked cloth covers along the walls as you'll have to come back here later – but watch out for the Bladed Ghoul at the end who will try to cut you to shreds. Explore the areas to the left (another Cadeaux sits in a jar here) and right (a Cadeaux in a jar guarded by two Ghouls waits here). Head down the passage slightly to the right of where you entered. Watch for another two Bladed Ghouls from the front and behind, take out the Ghoul around the corner and head for the gaps in the wall ahead.

You can jump high enough to grab onto the ledge above,

3

[1] Reaching Asylum isn't as easy as you'd think... now how are you going to get over this gap? [2] These Bladed Ghouls move like lighting and can cut you to shreds in an instant! [3] Remember the Blood Falls as you'll need to come back here later...



infoburst

Extra information>

> Collecting Dark Souls is the key to success in Deadside. Each one adds to your powers and gives you access to new areas of the land.

continued>

ontinued >

so do this in the far right-hand gap and blow apart the four jars to reveal more Cadeaux. Leap from ledge to ledge collecting them and then use the rope to cross the wide gap and reach the platform on the other side – watch out for the Bladed Ghoul waiting for you though! Follow the path through the rocky canyon until you end up on a raised ledge above where you first passed through the gates. Blast the jar in front of you to find another Cadeaux, then jump over the gap to the next ledge and head under the bone arch to the cavern beyond.

Kill another Ghoul in the passage and keep walking until you reach the first Coffin Gate that leads to the Paths of Shadow. The markings around the outside are coloured according to how many souls you need to have if you want to open them. Luckily, this one has no colours on it, so you can just open it by pressing the Action button while standing by the pedestal in front of the gate. Run down the winding tunnel until you enter a huge chamber – check out the shining pedestal in front of you to find the Prophecy left by Maxim St James. This Prophecy holds important information about the tasks ahead of you, as well as the powers you'll need to earn in order to be victorious over Legion and The Five – read it and make sure you remember it well!

Once you've checked out the Prophecy, head to the right and leap onto the low rocky ledge. Move along and follow the ledge as it rises up, but make sure you leap the wide gap that sits above the door you entered through. Halfway up the ramp, you'll find another Coffin Gate – you can't open this one yet as you need to have one Dark Soul in your possession. Carry on along the ledge and jump the gap to find a Govi. With your Shadowgun in hand, blast it a couple of times to blow it open and reveal a Dark Soul for you to collect. Don't touch the panel on the right-hand side though as it burns with elemental fire and cannot be moved yet. Instead, you should head back to the Coffin Gate and open it with your new soul power, breaking the jars to the sides and collecting the Fire Skulls before venturing inside.

Run down the narrow passage as it winds left and right until you reach the rope bridge at the end. If you look down to your left, you'll see another Coffin Gate below requiring two Dark Souls to open it. Watch out for the Bladed Ghoul that tries to make his way up onto the bridge – quickly get rid of him with your Shadowgun before he can get there. Drop down and explore the area around the gate to find another Cadeaux and a Fire Skull then use the ramp to get back up to the bridge. Head through the opening on the left to enter the Temple of Life.

Shadow Man
LEVEL 03

Temple of Life, Wasteland

Before going anywhere, move into the room and take a quick peek over the ridge to the right. There's a Coffin Gate up here but you need lots of Dark Souls to open it, so remember the location for later. Now run forwards and blast the two jars to get some more energy, then take either of the two passages in front of you to reach a large chamber full of murky water – the left-hand path takes you low while the right-hand one leads to a ledge high above the room. Drop down from either ledge and into the water, making sure you surface quickly as the fish can be pretty nasty here! Thankfully though, you can't drown while in Deadside so feel free to explore underwater to find another Cadeaux. When you jump out onto one of the platforms, quickly get rid of the Harpy that spits acid on you from above. Check out all the jars on the small floating platforms to get some Fire Skulls and remember the three Blood Falls that are here before heading over to the larger platform on the far side. Press the button on the right to extend the rope crossing before turning around to face the falls.

Head for the Blood Falls on the right – you'll notice that there's a ledge running underneath it that you can reach from the furthest right floating platform. From here you can grab and pull up onto the ledge underneath the rope, which you should grab hold of and cross to the other side. Smash the jars to get another Cadeaux before dropping down and collecting another from the roof of the hut next to the switch. Drop down and jump into the water again, swimming to the side of the hut to find an underwater passage.

Follow the passage through the murky water, keeping your eyes open for any more fish, and you'll eventually reach a point where you can emerge again. Watch out as you surface as two Bladed Ghouls will attack from the chamber beyond – you can either stay in the water and shoot them while being attacked by fish or jump out and risk getting sliced to bits! When they're gone, head through the arch and blast the jars to get two more Cadeaux, then press the big switch next to the cog and watch a new doorway opening before you.

Go back and swim through the tunnel again, resurfacing next to the hut. Jump out of the water and go through the cloth-covered door, past the new opening you made for yourself and into another doorway. Look at the hot coals on the left – you'll need some new abilities if you want to walk across those and reach the Govi on the other side. Jump over the gap and head through the passage beyond. As you enter the wide cavern at the end, watch for the two Bladed Ghouls who attack you simultaneously. Kill them using the strafing method, then explore the area to find another Bladed Ghoul hiding as well as a Cadeaux and a Rope Switch.

Press the button to extend the rope, then head back and climb the cloth ramp to the right of where you entered. Jump over to the canopied area at the top, shoot the jars to find two more Cadeaux and a Fire Skull before jumping to another cloth ledge opposite. Carry on along and leap another gap then duck into the opening on the right to enter another passage, at the end of which is a chamber similar to the one you just left. Head down the ramp and explore the lower area to find

awesome moment

The cinematic cut-scenes set the story and give you an overview of the level.

a Cadeaux in a jar under the tower, then head for the narrow ledge on the wall just behind it. Run up this ledge to reach a series of cloth platforms. Make your way across these by jumping between them and then follow the narrow ledge around the stone spire. Leap onto another cloth walkway when you reach the end, follow it to the next spire and walk gingerly along the ledge to the left to get a Cadeaux. Head back and continue round the spire before jumping onto the last cloth walkway that leads to the top of the tower. Inside the small hut, you'll find a Govi – blast it open and collect your second Dark Soul! Now make your way back to the original cloth ramp room via the passageway you came in through.

Once through the passage into the main chamber, make your way across the rope on the right to the opening on the other side before following the passage to an area with lots of wooden ledges. Kill the Two-Head that attacks from the left and then explore the lower area to find a couple of Cadeaux in a watery area on the right then return to the entrance. Run forwards and leap up to grab the slanted ledge set in the wall. Go inside, kill another Two-Head and then blast the Govi to collect your second Dark Soul. Turn around, head back through the opening and follow the ledge, then leap to the wooden platform and blast the jar to collect a Cadeaux. Make a leap to grab another and carry on over to the last wooden platform. If you look closely at the wall ahead you'll see a ledge – empty your hands and jump towards it to grab on, then shuffle your way over to the left. At the end, press Up to put your feet on the wall and hit Jump to fly backwards onto the ledge behind you. Follow this raised platform to the end, killing two Two-Heads on the way, to collect the Asson – your first decent weapon. This is powered by Fire Skulls, so don't use it too much or you'll run out of ammo!

Turn around and head through the arch behind you to reach the raised area near the start of this section – you'll be next to the Coffin Gate you noticed earlier on. Kill the Bladed Ghouls and collect the two Cadeaux, then pass through the small opening on the left into a lava-filled room.

There are more Cadeaux here as you leap across the platforms, but don't stand still for too long on the floating ones as they sink into the lava. Once you've got to the far end, there's nowhere else for you to go – the floor is covered with hot coals that burn you to a crisp if you step on them.

infoburst

Extra information

> Always remember that if you can't do something right now, you'll probably have to collect an item or ability before coming back later.

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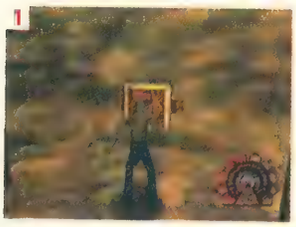


2

3

[1] Press this switch and you'll extend a rope high above the floor you're on. [2] Now just run back up the cloth ramps to the top and go under the canopy to the other side. [3] Jump up and grab the rope then swing over and cross to the opening opposite. Easy!

continued >

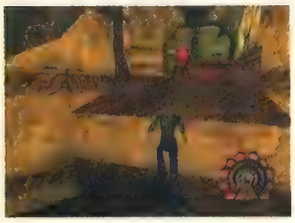
walkthrough

shadow man

ontinued>

Remember this location and then turn back and head for the main chamber where you used the rope crossing.

When you get there, you should drop down to floor level, heading over to the ramp leading up to the canopied platform. Halfway up, turn around and leap onto the narrow ledge set into the wall, following it up to another opening. Take the passage beyond to enter yet another chamber similar to the main one. Run along the cloth walkway to the left and enter the hut, blasting the three jars to get two Cadeaux and a Fire Skull. Go round to the right of the hut, follow the ramp down to the floor level and take out the two Bladed Ghouls that wait there. Explore the area to find another two Cadeaux, then head through the opening set into the bottom part of the wall. Through this passage, you'll enter the lower section of an area populated by Harpies – don't worry too much though as they're too high to cause any real problems. Follow the cloth ramp and collect the Cadeaux hiding behind the pillar, then press the Rope Switch to activate a rope crossing back in the previous room.



Head back there and climb the ramps back to the hut on the top level. Run along the walkway past the passage leading back to the main chamber and leap over the gaps towards another opening that you can see in the distance. Halfway along, stop and turn left – there's a separate platform that leads over to your newly-formed rope crossing. Leap over and use the rope at the end to reach the ledge with the Govi on it, blasting it open to claim another Dark Soul. Head into the opening next to it and follow the long tunnel, blasting a Two-Head along the way and taking out another in the chamber at the end. Go through the doorway here and follow the passage to find two things of interest that should be noted for later – a large pushable block that burns your hands when you touch it and a lake of lava with a Govi on the other side. Note these locations and then head back through the passages to the rope crossing.

Cross back to the cloth walkway and jump back to the cliff path. Make your way through the passage at the end to enter the upper area of the Harpy Lair – when you walk to the edge of the ledge leading onto the rope bridge, you'll activate a marker that acts as a restart point. Head over the bridge, taking care of the Harpies along the way and enter the chamber at the end. Follow the path around the walls until you reach a room at the end. There's a passage covered by hot coals ahead as well as a glowing altar that you can only activate with the Baton. Make a note of their location and then turn right and jump into the opening beyond the gap.

Turn the corner and use the platforms to leap over the lava – don't stand still though, as they sink into the hot molten magma! Stop before the next gap in the floor and take care of the Bladed Ghoul on the other side, then leap over and head down the passage. Jump over the gap at the end to land on a platform with spikes rising out of it. Head to the far side and look down to see a narrow ledge below that you can stand on – there's a jar here with a Cadeaux inside it. Now get back up and jump into the opening to the right of where you entered to find another passage. Smash the jars to get some energy and a Fire Skull, then take note of the Fire Block in an alcove near the opening. Head back over the spikes and into the main corridor.

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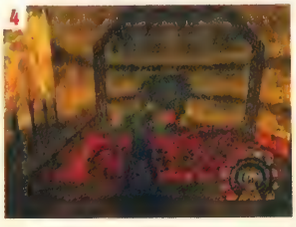
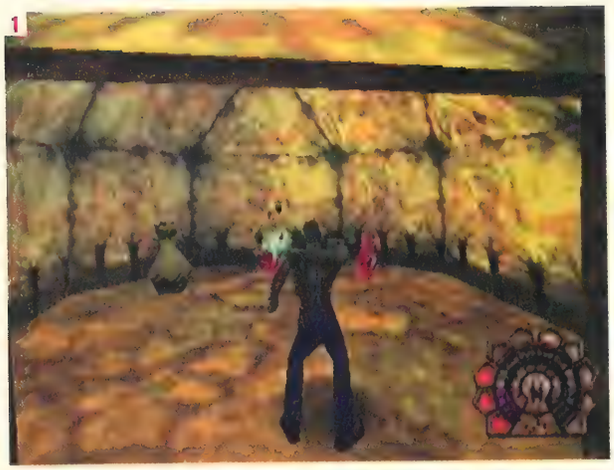


[1] To get across the coals, jump over and grab the ledge on the wall. Make sure you've got empty hands or you'll fall and burn! **[2]** Now clamber along the ledge until you reach the end – pull yourself up and be ready to move! **[3]** Hit the Jump button to fly backwards and land on the platform behind you safely. **[4]** Don't try to get that Govi – you're not fireproof!

awesome moment

The Prophecy tells of an ancient evil bringing about the end of the world. Boo!



[1] Make sure you check any nearby jars for handy life and voodoo power-ups. [2] The Two-Heads might not look scary but they can give you a nasty nip! [3] The Temple Of Life – what joy!

Turn left at the opening and jump the gap into the room then turn around and face the entrance to see a Cadeaux in the air. Jump over at the wall and you'll grab hold of a narrow handhold that you can edge your way along. When you get as far as you can go, push Up to put your feet against the wall and then jump to take a big leap backwards, landing on the platform behind. Move over and leap at the next handhold, using the same technique at the end and collecting another Cadeaux on the way. Turn around (ignore the opening on the other side of the lava) and head down the passage on the left, dodging the fireballs spat out by the statue at regular intervals. Leap past the spikes and turn about to face the wall – you need to use the same handhold technique along the ledge in front to get the Cadeaux on the far right.

Leap off onto the platform behind you, but watch out for the spikes as you land. Turn around and run to the end, jumping over the gap into the passage beyond. Follow this passage, ignoring the Cadeaux behind the gate and blasting the jars. Destroy the Bladed Ghoul there before dropping down the hole on the left. Watch out for the four Bladed Ghouls in the room at the end – it's better to get out of the tunnel and face them in the open room than have them all come down to get you in the enclosed passage. When they're all dead, drop down the hole into the watery room and head down the passage at the side.

Follow the tunnel to enter the Temple of Loa – this is an important place and should be noted as such. Each time you find 100 Cadeaux, you should return here by warping in via the Baton Altar and offer them on the Loa Altars at the sides to increase your Life-force. Ahead on a pedestal at the end is the Baton. Place it in your left hand and use it on the glowing altar to teleport back to the altar near the entrance of the lava area. With the Temple of Life cleared for now, pull out your teddy bear and use it to transport yourself back to the Prophecy Chamber on the Paths of Shadow. Run through the Coffin Gate at the top of the ramp and through the passage to the rope bridge. Drop down and use your Dark Soul powers to open the next Coffin Gate.

infoburst

Extra information

> Try to remember the places that are abundant with power-ups. That way you can always come back when you're running a bit low.

continued >

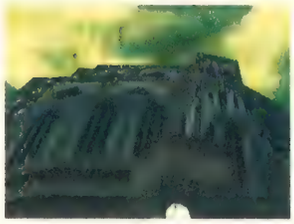
Shadow Man
LEVEL 04

Asylum Gateway

In the cavern beyond the Coffin Gate are two more gates, each requiring an addition to your Shadow Level meter before you can open them. Ignore them for now and head through the large opening on the left with a rope bridge inside to begin your approach to Asylum. Walk forwards and leap onto the metal pipe, using it to cross the acid pool, and enter the doorway to the right on the far side. Head down the passage and into a room, leaping over the next pool of acid onto the raised platform. Take a right turn into a narrow corridor opposite the metal cabinet and climb the ramp to a room at the top. Go through the opening on the left (the one on the right leads back down to where you just came from) and run between the two sets of crushers before dropping down into the outer grounds of Asylum.

Run forwards and to the right slightly to cross the drawbridge and find the entrance to Asylum, as well as another restart point. Of course, they're not likely to let you into Asylum just like that – in fact, the door is locked tight. Look down below to see a long metal pipe running alongside a river of lava. Drop down and make your way along to the right, dodging the flame jets, until you get to an opening. Jump up and run through the crusher before continuing down the corridor and through another one.

Drop out of the passage onto a metal pipe and run along it, jumping onto the wooden platform at the end. Turn right and wait for the moving platform to come down before jumping aboard. Take a look at the pipe on the right to spot a Cadeaux on the far end of it – you can take a leap and land right on top of the pipe to collect it before getting back on the moving platform and riding it to the other side. Take a huge leap over to the cog-shaped block, then carry on across and onto the next pipe below. Move along it and leap up into another tunnel then jump onto the wooden platform from the end of the passage to keep out of the lava below. Wait for the next lift to come down and then use it to reach the pipe on the left – the two jars each contain a Cadeaux. Empty your hands and leap back to the lift, grabbing it to



pull yourself up. You'll need to jump to the lift that runs simultaneously to the one you're on, so when they come together in the middle, leap to the new platform.

Drop onto the pipe below when you reach the end and run along, dodging the flame jets. Leap into the opening on the left, run through the crusher and along the corridor past another crusher. Climb the ramp past the giant cog and keep going down the passage until you reach a T-Junction with a grating in front of you. Turn right and drop through the opening, taking out the two Ghouls below. Head for the door and be prepared – when you get close, it flies open and a Butcher comes running at you. Kill him and then enter the chamber that he came from. Turn left and go through the door on the left to find another Butcher to kill as well as two more Cadeaux. Exit the room and head through the opening on the left to enter another corridor

with doors on either sides. The one on the left holds a Ghoul and a Cadeaux, while to the right is a locked door with a metal cabinet next to it – remember this as you'll need to come back here with the Engineer's Key.

The door at the far end of the corridor holds another Cadeaux, but watch out for the Butcher guarding it. Now head down the passage opposite the door and wipe out another two Butchers, one on the other side of the arch and another in the chamber beyond. Take note of the large metal door with a red light on it to the right for later and then head through the next archway. Run through the opening on the right, blow open the jars for another Cadeaux and hit the Govi to get another Dark Soul. Don't worry about the Govi on the boxes to the left – you need to drop down from the walkway above to get it. Now head back out the way you came.

Head through the narrow metal corridor ahead and follow the ramp up to the top level. Take out the Butcher waiting for you and then continue through the passage to find another Butcher. Check inside the small control room on the left to find two Cadeaux, then head back to the corridor and climb into the opening positioned above the control panel to the left. Walk forwards and drop down the hole, then turn around and follow the passage to another

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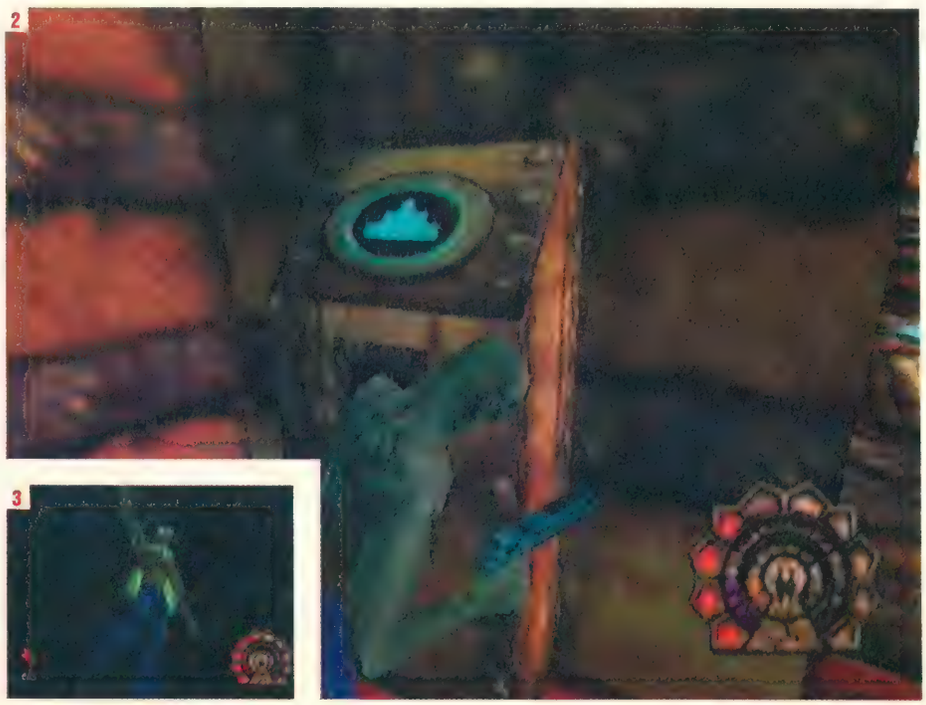

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infoburst
Extra information

If you need to get somewhere fast, try to locate the nearest teleport point. It'll save you a lot of aimless running around!

[1] Once you've wiped out the Butcher in this room, you can run over and pick up the Engineer's Key. This means that you can now activate the metal cabinets that you'll have passed on your way through the Asylum. [2] There's one in the corner of the room so use the key on it and unlock the door nearby. [3] Now teleport back to the entrance of Asylum and let yourself in!

awesome moment

Believe us, the Asylum is not a nice place to be. Get in and then get out fast!

hole at the end. Drop through and collect the Engineer's Key from the pedestal in front of you, but watch out for the Sniper shooting through the window.

Equip the key and use it on the two metal cabinets to open the locked door and change the light on the metal block from red to green. Now whip out your teddy bear and transport yourself back into the outer grounds of Asylum. Use the Engineer's Key on the metal cabinet to open the front door to the Asylum and then run back to where you originally dropped into the outer grounds. Head towards the pillar on the left and use the key on the cabinet there to activate a crusher in a lower passage – this allows you to get through the tunnel below where you dropped in and get back to the first area of Asylum. Forget this for now and head back to the main entrance of Asylum.

Go through the door, collect the Cadeaux on either side and head over to the next door, taking out the three Snipers that are guarding the inner keep. Ignore the ones on the higher levels and head through the arch at the end. Take a right turn and follow the corridor to a room where a Cadeaux and another Dark Soul are waiting for you to collect. Now go back down the corridor and across the junction, follow the passage and collect another Cadeaux in the control room. Head right, following the passage along, and you'll come to an open area with a Sniper guarding a Govi. Get rid of him and claim the Dark Soul – the door on the right with the green light on is the same one you passed earlier, and is now open if you want to head back into the outer chambers. Check out the tram on the right-hand side; this takes you over to the Cathedral of Pain, the central hub from which you can track down the Five. You don't need to go there yet though, so instead whip out your teddy bear and transport yourself to the Prophecy Chamber.

Climb the ramp and pass through the Coffin Gate then follow the passage and drop off the bridge to go through another gate. Head forward from the exit and use your Dark Soul powers to open the Coffin Gate ahead of you – inside you'll find La Lune, the first part of L'Eclipser. There are three parts of this to find and combining them allows you to change Liveside into Deadside, giving you a chance to kill the Five. Get rid of the two Bladed Ghouls that have appeared outside and then use your teddy bear to quickly visit Nettie in Bayou Paradis to find out about the powers of L'Eclipser. Use the bear again and head back to the Prophecy Chamber before running through to where you collected the first piece of L'Eclipser. Fall into the hole to the left of the Coffin Gate and use your powers to open the next gate there. Run down the passage and down the spiral ramp, jumping the holes and collecting the five Cadeaux on the way. There's a tunnel on the left just before the bottom of the ramp – run down it to enter a chamber with two more Coffin Gates, each requiring more Dark Soul power to open them than you've actually got at the moment. Ignore them and instead head through the large opening on the left, taking care of the two Bladed Ghouls before running over the rope bridge.

continued>

walkthrough

shadow man

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Shadow Man

LEVEL 05

Temple of Fire

Follow the winding passage to the large open chamber at the end. Drop into the shallow water in front of you and go through either of the openings – they both lead to the same place, a bare room with a ramp leading up the side. Climb the slope and take the left-hand path, taking time to explore the area and find a Blood Falls, two flame-marked doorways and a Coffin Gate. Now head back and take the other route across the junction before dropping off the ledge back into the starting area.

Climb the ramp on the right and leap the gaps to reach another fork. The left arch leads to another flame-marked door, so head right instead, run straight past the pool and go through the passage on the other side. At the end, take a giant leap over and land on the small ledge with a Cadeaux in a jar on it. Empty your hands, turn around and jump at the wall on the other side to grab a narrow ledge – from here you can move along and climb up into an alcove with another Cadeaux inside. Now drop back down and make your way back up the ramp to the pool you walked past earlier.

Dive into the water and swim through the small opening at the bottom. Follow the passage while trying to avoid the nasty fish before surfacing at the far end. As you climb out, note the two Blood Falls on either side of the pool that you'll need to come back to later. Run into the passage at water level and head through the corridor, dodging the fireballs spat out by the statues, until you reach the Temple of Fire. Press the switch on the wall just inside the archway and then run back to the pool in the other room.

Run up the ramp behind the Blood Falls on the right and follow it all the way to the top. Go through the large opening on the left and dodge the fireballs to reach a plateau high above the lower area. Press the switch on the wall behind you and then head back to the pool room. Turn left and explore the small passage at the end to find two more Cadeaux and a flame-marked archway. Now return to the pool room again and make your way back down the ramp until you reach a sealed opening on the right.

Blast the blockage to blow it apart and then follow the passage beyond to reach a large room with a wooden walkway. Head down the ramp, stopping halfway down to collect a Dark Soul from an alcove on the right, and then press the switch on the wall at the bottom. If you want to get some Fire Skulls you can venture into the small room opposite the switch, but you should be extremely careful of the three Sisters of Blood inside who can cause you immense amounts of pain. When they're all gone, climb back up onto the walkway and go up the ramp back to the pool room.

Continue down the ramp and blast another blockage to enter the next opening on the right. Take the short passage through to the long chamber before running to the end and climbing onto the ledge underneath the crescent moon on the wall. Empty your hands and jump up to grab the narrow ledge above, then move along to either the left or right before pulling yourself up onto the wider ledge. Turn around and jump onto the pillar in front of you, jump across again and then carefully walk onto the narrow wooden beam to the rafters. There are four Cadeaux to collect, two at each end of the beams, so collect these and then look down to spot two central pillars. Drop down so that you land on one of the pillars – if it has a button on it, press it; if not, then just jump across to the opposite pillar that does. When you hit the switch, three Sisters of Blood come to life and drop down from above. Take care of them and then note the flame-marked opening high to the side before making your way back to the pool room.

There's another entrance for you to blast open a little further down the ramp. Follow the passage and run past the two currently inactive Sisters of Blood, heading for the stairs on the right instead. Climb the slope while avoiding the fireballs and follow it around the outside of the room, eventually ending up at the top of the central platform. Push the switch and be ready for the two Sisters of Blood from the entrance who have come to life, as well as a Sister of Blood from the room at the bottom of central ramp. Take care of them and then head back to the pool room.

Proceed down the ramp to the last blocked entrance and blow your way through. Go down the corridor and through the room, down another corridor and into a room full of pillars of different heights. Move around the room and break all the jars to find two Cadeaux, before heading to the right-hand side of the room. Use the lowest platform to climb up and leap from pillar to pillar, getting higher until you reach the main ledge in the centre. Press the button here and prepare to drop down – watch out though, as two Sisters of Blood have sprung to life at the back of the room and are coming after you! Fry them both and then return to the pool room.

With all the switches pressed, it's time to head back to the Temple of Fire. Go through the opening at water level to reach the outer area then run forwards and climb the new steps that have been formed through your frantic button-pressing. At the top, collect another Dark Soul and then head through the iris-shaped opening in front of you. At the bottom of the passage is the main temple – the floor here is covered with lava, so don't fall down whatever you do! Run over the floor tile and jump the gap then run through the gauntlet of turning blades and swinging weights to the opening at the end of the walkway. Jump over the gap to the platform and then over to the next opening to enter a room where the floor is covered in hot coals. Leap from the wooden platform to the one ahead and then carry on along the walkways, avoiding the weights and a single turning blade at the end – remember the four Govi around the sides of this area for later.

Climb the stairs through the next opening and enter the heart of the Temple of Fire. From the high ledge you're on, take a huge leap forwards so that you land on a large platform in the hot coals below. If you look to the centre, you'll see one half of a structure – the other half of it hangs high above the altar. To lower it, you'll need to make your way around to the four alcoves at the sides of the altar, pressing the switches contained within. Watch out for

the Sister of Blood that appears to hinder your efforts and then head over to the large opening at the rear of the altar to find the last switch. Jump over to the structure and climb inside – you'll rise up and be granted your first set of tattoos, the Gad Toucher.

The Gad Toucher allows you to push those blocks that were originally too hot to touch and climb along places with fire on, so test out your new powers by heading for the alcove on the right on the large opening. Run to the right of the platform and jump up to grab the burning ledge, move along and pull up into the opening halfway along. Run down the corridor, drop down into the room below and run to the far side to press a switch that opens the exit. Head left and find another switch to fire a rope across the room and then make your way back up to the platform near the new rope. Clamber across, collect the Cadeaux and leap along the platform into the opening then climb the stairs into a room with five burning blocks.

Move the blocks out of the way to get into the chambers on the other side. Two contain items, including more Cadeaux and Fire Skulls, while the others all have Sisters of Blood waiting inside. The one on the right closest to the open room at the back also has a flight of stairs inside that you should climb. Follow the passage beyond to get the first of the Dark Souls you saw above the turning blade room earlier and then jump down onto the platform and dodge the blade, heading right to re-enter the altar room.

Head for the alcove on the far left of the room and walk along the platform to the side to find a burning block. Move it out of the way with your new powers and run down the corridor to a room with several wooden ramps. Drop down and take out the Sisters of Blood that come from each side, then go back to the entrance and kill two more on the ledge above. Climb up onto the wooden walkway and run along to the end, collect the Cadeaux and then come back and jump across the gap to the opposite walkway. Move along to the left and jump over again before emptying your hands and making a grab for the burning ledge. Edge along to the left and then pull yourself up before running down the tunnel you find there.

At the top is another of the Dark Souls visible from the turning blade room – collect it and then drop back down to the blade platform and move back into the altar room. Now is the time to do a bit of backtracking and open up all of those places blocked off by burning blocks – whip out your teddy bear and transport yourself back to the Prophecy Chamber.

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Extra information>

> When you've finally gained your new tattoo powers, head back and use them on all the places that you couldn't get through before!

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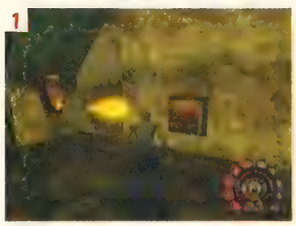

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[1] There are six of these buttons dotted around the temple – if you want to get inside, you'll have to find them all. [2] Each one pressed raises the next level of the steps to the temple entrance. [3] When you raise them all, you can climb up and go inside...

continued>

walkthrough

shadow man

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Shadow Man LEVEL 06

Various Locations

Run right to the top of the ramp and push the burning block out of the way – you'll find a chamber on the other side with a Dark Soul inside. Now transport yourself with your teddy bear to the Temple of Life and venture inside. Run through the corridors, across the spiked ledge at the end and turn right into the alcove to find another burning block. Once again, this can be pushed aside to find another two Cadeaux and a Dark Soul. Return to the entrance of the Temple of Life once more with your bear and this time follow the cloth walkway to the left, heading through the passage to the other side. Jump the small gap to the left and get onto the tower opposite where the rope crossing is.

Take it to the other side and follow the passages through to the next burning block for you to move. Inside as you'd expect is another Dark Soul, but watch out for the two Bladed Ghouls guarding it. With this section cleared for now, it's time to revisit Asylum – use your bear to transport yourself back to the drawbridge directly outside the main entrance of the tower itself. Drop off the drawbridge and follow the pipe to the left, dodging the flames and entering the opening at the end. Run through the two crushers then drop onto the pipe below and head over to the tall pipe with flames on top. Empty your hands and grab hold before edging your way around it and letting go when you're over the pipe on the other side. Do this again for the next pipe and then walk along the metalwork to the path ahead, collecting the two Cadeaux when you get there.

Go up the ramp on the left and follow the path to the top, killing the Butcher you meet on the way. In the room at the end, head right through the arch and get rid of the Sawblade that attacks from the room beyond. Collect the Dark Soul and the three Cadeaux on the stack of boxes, then dash into the room where the Sawblade came from to find another Cadeaux. Go back to the room with the Ghoul in a cage and through the archway opposite, past another caged Ghoul in the next room and into an area above the lava room you originally came in

through to find another Dark Soul. Kill the Butcher that comes out to get you and head through the archway he came out of. Take an immediate right and blast the two Butchers waiting behind the wall, then turn back and go up the long flight of stairs behind you to a junction.

Turn left and go down the steps to a control room – take out the two Butchers wandering around before they get a chance to move. Now go back up the stairs and across the junction, collecting the two Cadeaux and the Dark Soul in the room at the end. Turn back again, head back down the stairs on the left at the junction and return to the room where you wiped out the two waiting Butchers. Run up the ramp at the end to another raised area, taking another right to find a Sawblade waiting to ambush you. Kill him and then go left to find two Cadeaux on the ledge and a Govi sitting on a stationary lift way out over the outer grounds of Asylum.

Impossible to reach, eh? Or so you think...

Use the boxes in the corner to get up high and then take a careful jump onto the long beam holding the lift above the ground. You now have a choice – you can either walk gingerly over the beam, ignore the Govi and reach the other side, dropping down to get the four Cadeaux there, or you can drop down halfway and collect the Dark Soul. Either way, to get both sets of items you'll have to retrace your steps through this entire section of the level! By now you should have four segments of your Shadow Level meter full, allowing you to open two more Coffin Gates – one near the entrance to the Temple of Fire area and the other through the maze of passages leading to the temple. The quickest way to the first is to use your bear to reach the Prophecy Chamber and then run through the various gates to your destination.

Of course, things aren't as simple as you'd expect. Before you can head through the Coffin Gate ahead of you, you'll have to take a little detour and grab the Poigne – the item that allows you to climb up the Blood Falls. Run through the opening on the left leading to the network of caves preceding the Temple of Fire and make your way through them as you would to reach the temple. Swim through the pool (avoiding those nasty fish!) and

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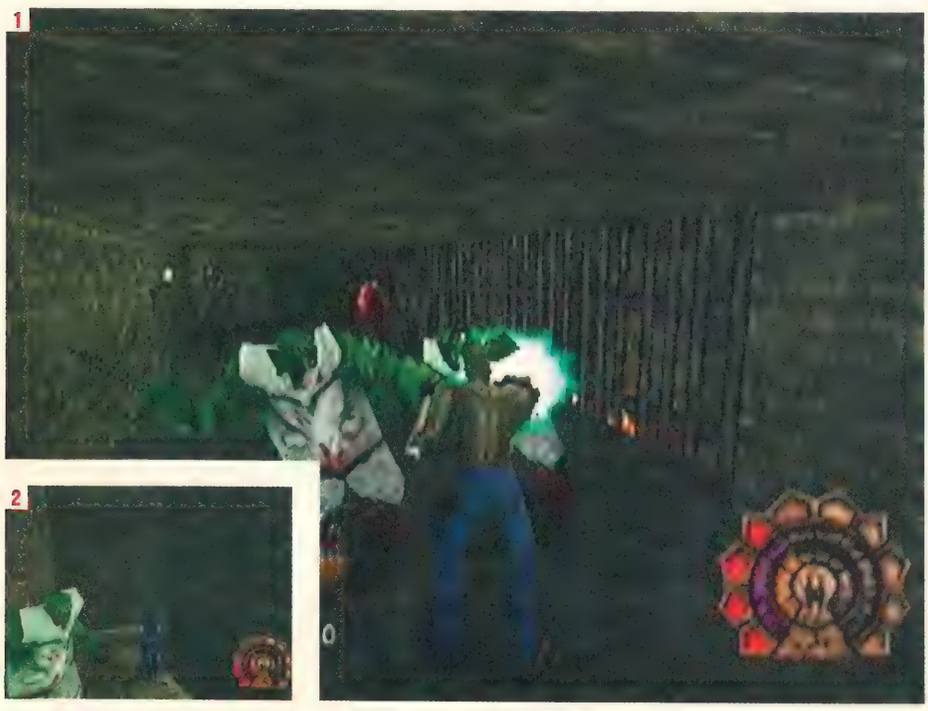

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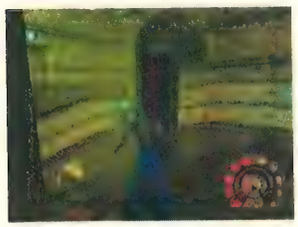
[1] If you find yourself trapped in a narrow corridor with lots of enemies, get out of there quick! If you don't, you'll only wind up even deader than before! [2] Whenever you can, just ignore the monsters and run past them to where you're going. [3] The Sawblades have shields so you'll need to destroy them first!

awesome moment

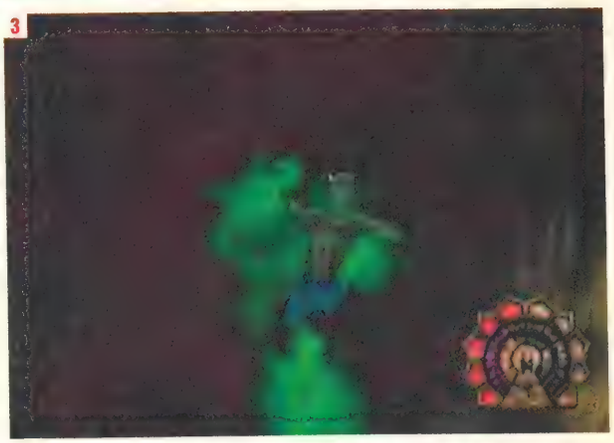
This is just one of those times when you'll have to dash between locations...

resurface in the pool room of the temple where you pressed all the switches to raise the steps. This time you'll have to follow the ramp behind the left-hand Blood Falls and when you reach the top, duck into the opening on the left. Push aside the burning block at the end and head through the passage beyond to reach another Coffin Gate. Blow it open with your Dark Soul powers and go inside, dropping into the pool of blood and collecting the Poigne from the pedestal in front of you. Finally, you can climb the Blood Falls!

Take a left turn and climb up the falls there to reach the top. If you look off the ledge on the other side, you'll see a Govi sitting on a platform ahead. Step back and take a running jump over to collect the Dark Soul and then turn around and jump back onto the falls, climbing back up to where you jumped from. Go back to the entrance to this room and climb the falls there, head back through the Coffin Gate and through to the temple's pool room. Climb the falls on the right and collect the two Cadeaux there, then go up the opposite falls and follow the passage beyond. Dodge the fireballs and spikes then shoot the Govi at the end to find another Dark Soul. Be careful when you jump onto the pillar that it sits on, as if you miss the landing you'll have go all the way around again to get it! When you've got it, jump over to the platform ahead to collect two Cadeaux, dodging the fireballs again and then drop down and head back to the pool room – watch out for the Sisters of Blood waiting for you as you leave!

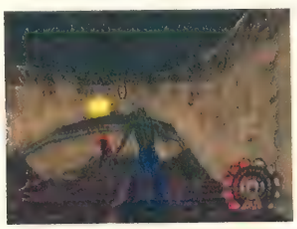


Pull out your teddy bear and transport yourself back to the entrance of the Marrow Gates – it's time to check all those Blood Falls that you passed earlier. Turn left immediately as you arrive and climb the falls to collect another Dark Soul, as well as finding the ultimate Coffin Gate – you need all the Dark Souls to get this one open! Drop back down and head along the path past Jaunty and through the Marrow Gates to the chamber on the other side. Head left and follow the passage until you reach another open area with a Blood Falls on the left. Kill all of the Bladed Ghouls and then climb up the falls where you will find another Dark Soul. Now use the teddy bear to transport yourself to the Prophecy Chamber.



[1] Once you've collected enough Dark Souls, you'll be able to open up the more powerful Coffin Gates in the game. [2] Grab the Poigne – these let you climb up the various Blood Falls! [3] Now you can go back and get even more Dark Souls.

Exit the chamber through the Coffin Gate that you've used before and go along the path and over the rope bridge to the Wastelands. Take the left-hand passage on the other side of the bridge and run right towards the Blood Falls ahead of you. Climb it and follow the stream of blood to a small hut on a platform at the end. Get rid of the Harpy and run inside to collect the Dark Soul – you'll



infoburst

Extra information

> Take your time to explore each new area as you enter it. If you don't, you could quite easily miss something important or vital!

continued>

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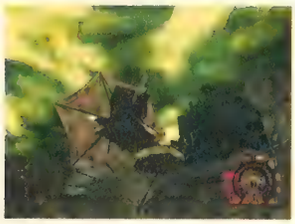


notice you're above the room where you collect the Asson, so don't fall down or you'll have to get back to the start again. Go back downstream and fall down the falls before climbing the stream of blood opposite and collecting the Cadeaux at the top. At the end of the short passage is a tunnel on the left – go down it and enter the blood-filled room at the end. Using the platforms around the outside, make your way up to the top level and onto the wooden ledges in the middle, collecting the Dark Soul on the cloth walkway linking the two.

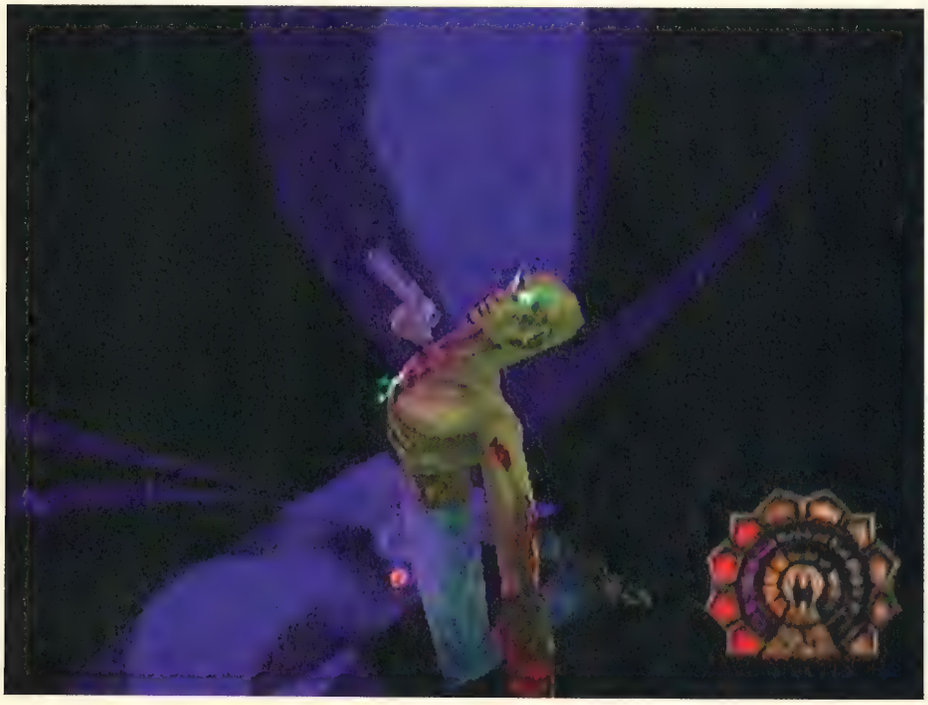
Drop down and take a quick swim around to locate two Cadeaux before moving along the bottom to find a large opening leading into an underwater passage. Follow it to the end and surface in an open area with a large spire in the centre leading up to a windmill. Collect the Cadeaux on the platform to the side and then move over to the spire. There are loads of Harpies here, so be really careful as you make your way up the cloth platforms around the side of the spire to the wooden ledges near the top, grabbing another Dark Soul on the way up. Collect the Cadeaux just ahead of this, then jump up onto the platforms around the windmill and go inside the small shed at the top. Press the switch to activate the sails of the mill before falling all the way back down to the pool (don't worry, you can't be hurt from falling while you're Shadow Man) and swimming back through to the original pool room.

Surface and get out, then head over to the archway to the left of the entrance through which you originally came into this area. Turn around and look over to the right to spot an opening in the wall that you should pass through. Follow the passage until you find a cavern with a long wooden ramp and a lift hanging over another pool of blood. The lift is moving because you activated the windmill, so use it to cross over the pool and reach the platform on the far side that has another Dark Soul on it.

At this point you should have your Shadow Level half full, filling up five of the ten segments on the meter. Time for one last trip to a distant Coffin Gate for another important item – the Flambeau. This allows you to burn open the flame-marked cloth covers blocking several doors along the route you've been on throughout the game and also lights your way in darkened areas! Run back through the Wastelands to the rope bridge leading to the Prophecy Chamber and then drop off before you get there to enter the open Coffin Gate below. Follow the passage to the next chamber, drop into the hole ahead and pass through the Coffin Gate there and when you reach the next chamber cross the rope bridge over to the caves leading to the Temple of Fire.

On the other side, head for the caves near the pool of blood in front of you and climb the ramp on the other side. Find your way through the maze of caves until you reach the next Coffin Gate – you've now got enough Shadow Level to open it, so do so quickly. Inside you'll find the Flambeau as well as two flame-marked doors to test it on, on the other side of which is a pair of Cadeaux. Head out of the gate and turn left, following the path to find another cloth opening containing two Cadeaux and some Fire Skulls. Exit this room and continue through the caves to find one more cloth blockage hiding another Cadeaux.

Get your teddy bear and transport yourself to the main entrance of the Temple of Fire then turn around and run back to the nearby pool room. Climb the ramp on the right and blow open the doorway one from the top. Run inside and climb up on the platform under the crescent moon again and then work your way round to the flame-marked doorway on the right. Burn it open to reveal two more Cadeaux and then pull out your teddy once more, transporting yourself to the entrance of the Marrow Gates. Run through the level past Jaunty and through the gates, until you cross the rock bridge into the corridor with three cloth-covered doors. Burn these away for three more Cadeaux and some Fire Skulls and then transport yourself back with the teddy one last time to the Prophecy Chamber. Finally, it's time to progress!



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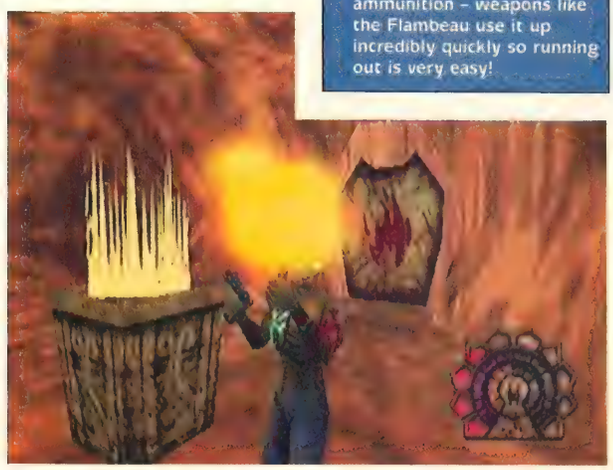
Extra information>

Try to preserve your voodoo ammunition – weapons like the Flambeau use it up incredibly quickly so running out is very easy!

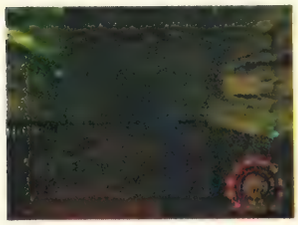


awesome moment
There's no chance of turning back now – the end of the world is coming!

Shadow Man
LEVEL 07

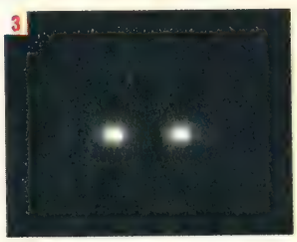
Cageways, Asylum

Make your way through all of the Coffin Gates you've opened so far and through the cave passage to the area with two gates and the rope bridge leading to the Temple of Fire. Use your Dark Soul powers to open the furthest Coffin Gate, then go through it and explore the shallow water areas beyond for two Cadeaux. Ignore the new rope bridge for now and instead open the other Coffin Gate in the room – this opens up yet another area to explore later. For now though, all you need to do is nip inside and grab Le Soleil, the second part of L'Eclipser. With this stashed away, go back out of the gate, turn left and across the rope bridge to the Cageways.



Drop to the lower path on the other side of the bridge and take a quick look around. There are three drum-like posts here similar to those found in the Wastelands – make a note of this location and then head back to the bridge and take the higher path to the left. Jump the gaps and enter the opening on the far side, burning away the cloth-covered door to reveal a Cadeaux. Continue down the passage and then drop through the hole to the level below – be careful of the two Ghouls awaiting your arrival. Empty your hands when they're dead and jump up to grab the wall ahead of you. Clamber along to the right and then jump off at the end onto a stack of boxes – collect the Cadeaux behind you and then turn around and take a running jump over the wall to the area beyond.

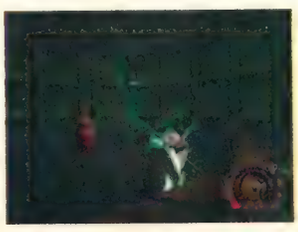
Kill the next two Ghouls here and then use the sloped rope tied to the corner to climb over to the tower over the next wall. Drop to the floor and head left past the train to the block in the cliff ahead. Push it to one side and then follow the passage along, burning through all the cloth doorways to find another four Cadeaux before eventually ending up back near the start of the area. Make your way back through the level and upon reaching the train again, go through the small doorway on the right into the tower. Once inside, take care of the Butcher guarding the barrels and then blow them open to find three Cadeaux and some Fire Skulls. Head upstairs, getting rid of another Butcher on the way and blast the Govi to collect another Dark Soul.



Head back outside and run over to the large black train sitting stationary on the tracks. Run over to the door and it will open, allowing you to go inside.

Run down the train carriages, dodging the Ghoul in the cage and taking care of the Sniper guarding the two Cadeaux in the third carriage. There's another Sniper in the fourth carriage. The fifth is the control room – use your Engineer's Key to activate the train and take a ride back into Asylum. Leave the train by the door on the left, killing the Sniper waiting outside for you and activating another teddy bear transport point. Run round the opposite side of the train and collect the two Cadeaux before turning around and blasting the Sniper trying to sneak up on you. Ignore the tram up the stairs ahead and drop

[1] Typical British Rail – the train's here but it ain't going anywhere fast... [2] If you take a trip up to the driver's cabin, you can start the engine off by using the Engineer's Key. [3] And we're off! Next stop, the Cageways station...



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[1] Take the Cageways tram through to the Engine Block. [2] When you get there, you spot a familiar figure... [3] It's Luke! Save him, Shadow Man!

onto the metal pipe on the left. Move along by grabbing the burning pipes and edging round them, making sure you collect the two Cadeaux along the way before entering the door at the end.

Head down the passage and go through the doors at the end, dropping onto the pipe below. Grab the Cadeaux on the left, but watch for the cages moving around the outside of the room – they will knock you into the lava if you give them the chance. Get around the pipe without falling in and jump onto the platform at the end, killing the Butcher and collecting the Dark Soul there. Now save yourself the trouble of getting back over the pipe by using your bear to transport yourself back to the point outside the train. Run forwards past the train and do a U-turn to find yourself next to a set of metal sliding doors. Jump up on the wall next to the doors and grab a narrow ledge that you move along to the left, reaching a passage at the end. Run through to a room partially flooded with water – jump over the pipes and collect the three Cadeaux here, then jump past the balcony and kill the Butcher and Sniper here.

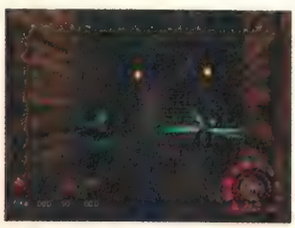
Go down the stairs and kill the Sniper at the bottom, then use the boxes to climb up to the cabinet above. Use the Engineer's Key and run left and use it again on the next cabinet to open the door. Follow the passage into a cathedral-esque room – kill all the Snipers here and run up the stairs to collect another Retractor. Run back and return to the door that you entered through by jumping onto the furnace beneath and then go back through the passage to the previous area. Go left and run over the second narrow walkway to the right, killing the Butcher and Sniper before heading down the passage behind the barrier. Go down the stairs and kill the Sniper, then jump into the cage to collect the Dark Soul. Jump back and use the Engineer's Key on the cabinet to open the locked door, run through and enter a large storage area.

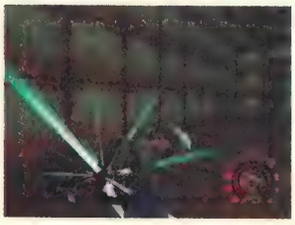
Run up the stairs in front of you and leap across the two hanging cages to reach a Dark Soul on top of a stack of boxes. Drop down, killing the two Snipers and the Sawblade, then head through the open door to the right and go down the blood-soaked corridor to the room at the end. Take care of the two Sawblades waiting for you, pull the lever to activate the cage high above the floor and then run over and climb the stairs on the left. Stop halfway up and turn to the right, jumping on the banister and facing where the cage comes in through the double doors below. When it comes through, quickly jump over onto it and then over to the stack of boxes just ahead to find another Dark Soul. Now fall back down to the floor, turn right and head through the large double doors when the cage passes through. In the room beyond, pull the lever at the side to open the doors and unleash two Ghouls and a Sawblade. If you follow the passage around to the side, you'll go through some sliding doors back into the train area at the start. Go up the steps ahead and enter the tram, riding it through to the Engine Block.

Shadow Man
LEVEL 08

Engine Block, Asylum

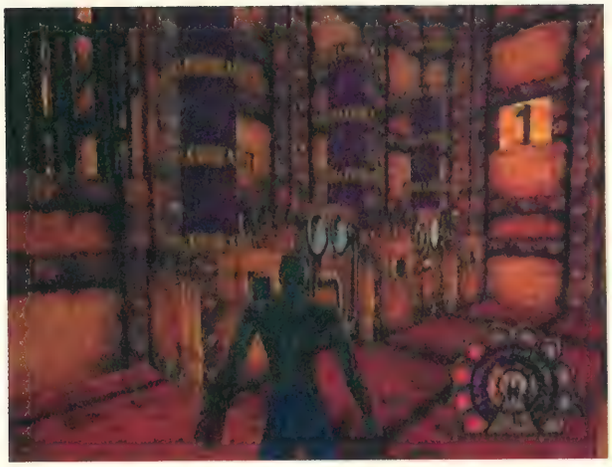
At the other end, run down the ramp to the floor and up the slope opposite to hear a familiar voice in the distance. Run down the passage, up the slope and through the door on the left to enter the Engine Block. Inside, you'll spot Luke calling out for you, but unfortunately you can't reach him yet. The Engine Block is a long room with huge pumping





awesome moment

The Playrooms are a twisted fantasy from every child's worst nightmares!



pistons – to get across and reach your brother, you'll need to shut them all down. Turn left and head through the door, ending up in a large chamber with a rope crossing hanging over an area below. Don't use the rope yet though – turn right and go down the ramp, clearing the bottom area of two Cyclops guards before returning to the higher platform.

Cross the rope and drop down on the other side, pulling out your guns again to kill the Cyclops coming from the opening on the right. Turn the corner and run down the ramp on the right, swivelling around to blast the Cyclops hiding in an alcove under the platform. Continue through the door, past the control panels and up the ramp in the next room to pass though a corridor into the first piston room. Here you'll need to use the Engineer's Key twice on each of the three panels to shut down the first piston for good. When you've done this, head all the way back to the Prophecy Chamber by means of your teddy bear.

Shadow Man

LEVEL 09

Playrooms, Asylum

Make your way through all of the previous Coffin Gates to the area where you collected the second part of L'Eclipser. Run through and down the large stone steps to find yet another gate and a couple of Cadeaux in jars. Head over the rope bridge to the Playrooms of Asylum.

Turn left on the other side and jump along the narrow ledge, then make a right and leap onto the platforms by the pool below. When you reach the lowest platform, dive in and look at the airlock on the wall in front of you – at the moment it's locked so you can't get in. Swim right and turn the corner to spot a small opening near the surface just ahead. Avoid the fish and swim inside, then surface and follow the passage, leaping the gaps until you appear on a platform high above the pool you swam through. Leap over to the platform ahead and draw your weapons quickly to get rid of the Butcher and Sniper there before going inside the chamber at the end. Use the Engineer's Key on the metal cabinet to open the airlock below before diving back into the water and swimming through the new opening.

Follow the underwater passage, collecting the Cadeaux in the larger chamber and then taking it slowly in the next tunnel to avoid the rotating blades. Keep heading down the tunnel and through the glass passage (check out the Govi in a side chamber guarded by a pack of Dogs) then grab the Cadeaux in the room at the end and surface. Get out quickly to deal with the three Snipers waiting for you or you'll be a sitting duck in the water, then head down the ramp on the left. Turn right and continue down to the very bottom of the room, getting rid of the Sniper and Sawblade along the way, before collecting two Cadeaux and heading through the unlocked door at the bottom of the ramp.

Go through the door on the right to enter a glass passage under a pool of water – get rid of the Sniper at the end to activate a restart point halfway along the tunnel. Turn right at the junction at the end and run forwards, ignoring the door on the left and taking the opening ahead instead. Through another passage, you'll find a locked metal door and a control panel with a lever. Pull the lever to open the gate, then blow away the Butcher inside and collect the two Cadeaux. Make a note of the hot coals here as there's a passage above that you'll have to return to later. Now go back outside and return through the underwater passage to the room with the long ramp.

Run back to the top and follow the path around to another door on the right. Go

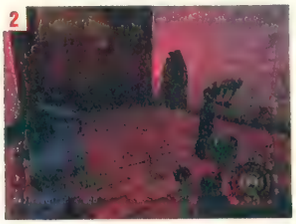
infoburst

Extra information:

Killing enemies leaves behind a life force that you can pick up to increase your own. If you leave it though, it'll lose its power and die.

1

2



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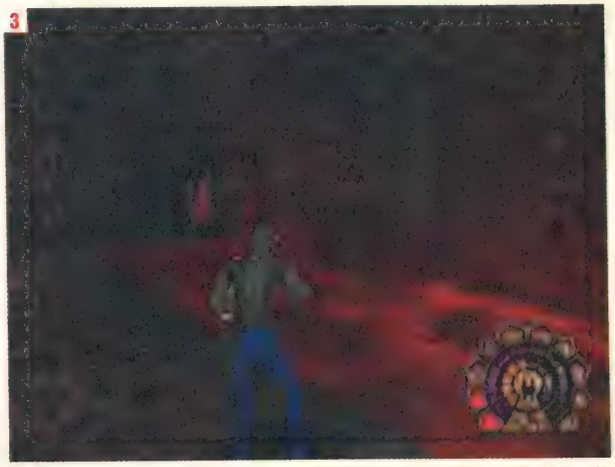

[1] If you ever find a locked door, the chances are that there's a switch nearby that will open it. This one, for example, is rather obvious... [2] You can't walk across hot coals yet so don't try going into the furnace right now or you'll regret it! [3] To access the next section of the level, you'll have to open up this hatch. But where's the right switch? Hmm...

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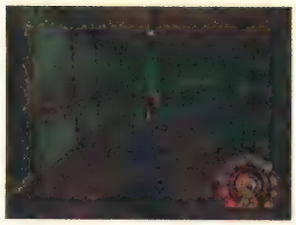


through and past another doorway to a long rope bridge above the underwater passage you were in a moment ago. Run across the bridge, through the door on the other side and past another doorway on the left. Get rid of the two Snipers and run up the ramp on the left to find a set of doors with a huge pentagram on – if you continue through here, past another set of doors and climb the stairs, you'll find the Retractor (check under the stairs for two more Cadeaux as well). Now head back to the junction near the rope bridge.

Drop off the bridge to the left and collect the Cadeaux, then climb out on the ledge behind you and run left, dropping back into the water to grab two more Cadeaux. Climb out near the passage on the left and run through, avoiding the blades and climbing the stream of blood to a level above. At the end, turn left and leap over the barriers to get rid of the Cyclops there and collect another Dark Soul, then go all the way back down the passage to the room with the underwater glass tunnel.

Shoot the large mound of dirt in the middle to reveal a passageway, then follow it along, dodging the blades, until you enter a large chamber with a round opening in front of you. This is blocked at the moment by another airlock covering, so ignore it for now and surface to the right, climbing out and taking care of the Cyclops around the corner. Enter the control room at the end of the ledge and kill the Cyclops before using the Engineer's Key to open the airlock blocking the opening you ignored earlier. Before you go through it, head down the passage opposite the control room and into the opening sitting above the pool of water at the end. Climb the stream of blood and take the next tunnel into a familiar room. Leap the barrier again and kill two more Cyclopes before collecting the two Dark Souls and returning to the newly-opened airlock.

Swim to the surface and get onto dry land, killing the Cyclops and collecting the two Cadeaux. Go through the door in the corner and follow the passage into another open room with a metal gate and a lever on your left. Pull the lever and go through the gate to collect another Cadeaux, but watch out for the two Cyclops guards waiting for you. Back outside, climb the ramp on the right and go through the door at the top – ignore the right-hand turning and head into the door ahead. Before you let the water out of this chamber, pass through the opening on the far side of the room to find a long corridor lined with doorways. Push the lever at the end to unlock them and then check out what's inside. One room contains three Cadeaux in a glass tank, the next has two Dogs and a Butcher inside, the one opposite has a Cyclops playing on a pool table (?) while the last holds a playpen with a Butcher inside. If you push the single block to one side, there are a load of Cadeaux hidden behind it. With these rooms cleared go back to the lever and pass through the door next to it, following the ramp round to go through another door.

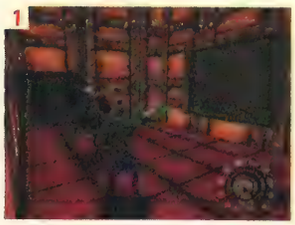
infoburst

Extra information

> Other weapons may kill enemies more quickly, but using the Shadowgun is the only way to guarantee you get energy once they die.

Turn left and collect the Dark Soul, then about face and pull the lever on the panel to open the door down the passage on the left. Go through it and kill the Cyclops there before climbing onto the tower to the side and collecting another Dark Soul, then leave and go back to the switch, passing through the door to the right of where you entered. Go down the ramp into a control room, blast the Cyclops and pull the lever to release the massive Trueform – thankfully, he can't get to you... yet! Now head all the way back through the rooms to the place where you entered the storm pipe. Use the Engineer's Key on the metal cabinet to flow all the water into the opposite room before running all the way back

1



2

3

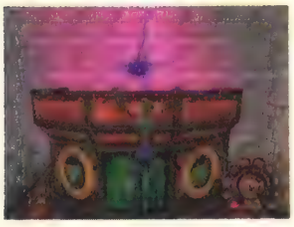
[1] Before you try to activate any Key Cabinets, you should make sure that the surrounding area is clear of enemies. [2] These dogs may attack in numbers but they're really easy to kill. [3] Collecting these Retractors is essential for progress in the game.

awesome moment

Another Gad temple – it can only mean that there's another tattoo on the way!

to the door with the metal gate you came through earlier.

Follow the path around the pool and use the Engineer's Key again to open the airlock gate, then dive into the water and enter the new opening, following it until you can surface at the far end. Climb out and jump over the wall, take care of the two Dogs in the room and then go through the door on the left by blasting it open. Follow the tunnel through another door and then take the door on the right in the next room. Pull the lever to open the cage, then kill the three Dogs inside and collect the Dark Soul in the centre. Go back and head through the opposite door into a large mechanical room. Kill the Cyclops and collect the Dark Soul from on top of the tower then check out the cabinets at the side to see the Violator – you can't get it yet, as you need three Accumulators to get it and you've only got one.



You've done pretty much all you can for the moment in the Playrooms. By now you should have over 35 Dark Souls, enough to light up six segments of your Shadow Level meter, so use your teddy bear to transport yourself back to the Prophecy Chamber. Run through the first Coffin Gate and over the rope bridge to Wastelands before going all the way through the level to the place where you collected the Asson. Follow the path from this chamber through to the Coffin Gate to the right of where you entered – blast this open with your Dark Soul powers and run inside to collect the Enseigne, a handy shield that can be used to deflect enemy attacks. Go back through the gate and drop down before heading back across the rope bridge to the Path of Shadows.

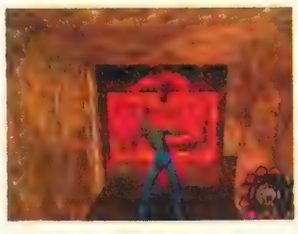
Shadow Man

LEVEL 10

Temple of Prophecy

Drop off the bridge on the other side and head through all the Coffin Gates you've opened so far until you reach the gate next to the bridge leading to the Playrooms. Blow it open with your Dark Soul powers and then run inside, following the passage until you reach a fiery chamber with wooden platforms. There are three Coffin Gates above you but you haven't got enough Shadow Level to open them right now – run left instead and cross the rope bridge there to reach the path leading to the Temple of Prophecy.

On the other side, run down the tunnel past another Coffin Gate – remember this location as you'll have to come back here when you've got seven segments of your Shadow Level meter filled. If you go through the gate, you'll find the Marteau, a mystical stick that allows you to open gates blocked with drums – you don't need it to finish the game but it can open the way to many extra bonus goodies. Head slightly to the right through another opening to reach the entrance to the temple; there's a Govi to the right in a high alcove, but ignore this for now and run down the stairs into the temple. Follow the passage through the iris door into a long chamber, but watch for the four Sisters of Blood that will descend upon you – use your Enseigne to deflect their shots, but remember that using this shield uses up your Fire Skulls. Run through the next door and head for the left-hand side of the statue in front of you. Press the switch and kill the two Sisters of Blood that come to life then run round the front of the statue and climb the stream of blood to the top. Jump left and collect the Dark Soul there and then head back over to the entrance and take the left-hand doorway.



Run up the stairs and through the door at the top, dropping onto the narrow wooden walkway below. Carefully make your way across the network of walkways, avoiding the fire-breathing statues, and exit through the door at the end. Follow the passage through the next door into a large room covered in hot coals – there are a number of walkways and spinning beams here as well as a Govi high on the right-hand side. Jump up and grab the beam, letting it carry you over to a small platform on the left. Drop off and then jump over to the door, heading through the passage into another coal-filled room.

Jump over the gaps and across the platforms, avoiding the blades and fireballs before going through another door. Follow the passage and enter another room with a statue in it – this time, drop off the starting platform and press the switch to fire a rope over to the waiting Govi. Kill the two Sisters of Blood, then cross the rope and collect the Dark Soul. Drop back down and kill another two Sisters of Blood, then head all the way back to the room that you started your quest through the temple – the best way is to use your teddy bear to teleport back to the start.

continued >

walkthrough

shadow man

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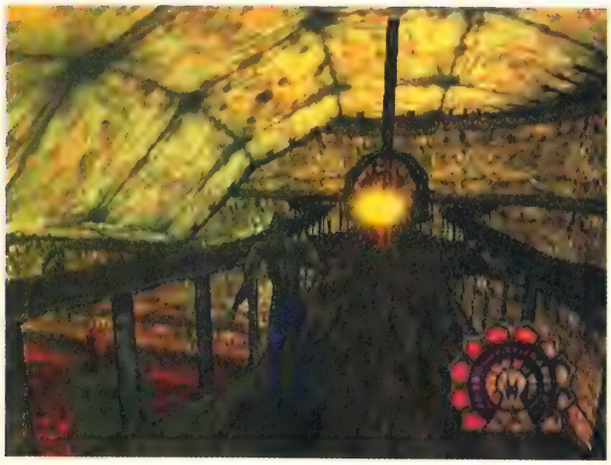

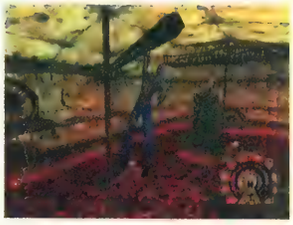

Climb the pillar in the centre and turn right, jumping over onto the platform beyond. Follow the passage into a room with lots of fireball-shooting statues. Drop to the floor below and kill the three Sisters of Blood there before pressing the switch on the side of the central tower twice. Climb the ramp up the side of the tower and use the wooden beam you moved to clamber over to the switch on the far side. Press it to make the statue opposite drop down, then fall back to floor level and hit the switch there twice more to move the beam back again. Climb up and cross the beam, then head down the new passage and collect the Dark Soul.

Drop back down once more and hit the switch three times to move the beam in front of the door on the far side of the room. Climb up and cross the beam then go through the door and dodge the fireball statues past the next opening to enter another door. Drop to the floor in the large room and press the four switches around the outside to make the statues drop, getting rid of any Sisters of Blood that come to life as you do it. When all four are down, climb back up the Blood Falls underneath where you entered and make your way around the outside of the room clockwise using the various ledges until you reach the Dark Soul on the right-hand side. Collect it and then drop down and head through the right-hand passage opposite where you entered, pushing aside the burning block and running past the statues breathing fire.

When you reach the next chamber, ignore the Govi on the left – the cloth platforms will only drop you in the lava below and there's no entrance to the cage from this side anyway. Run across to the door opposite and enter to find another room full of switches to push. Hit all four to lower the statues and then take the long ramp up to the top to collect the Dark Soul, watching for the four Sisters of Blood that spring to life as you grab it. Kill them all and then head through the door to the right of where you entered. Cross the small wooden platforms to the far side and enter the door leading to a maze of corridors. Make your way carefully through the maze, burning the flame-marked openings with your Flambeau and collecting the Cadeaux while killing any Sisters of Blood you might meet on the way. When you find an opening in the wall above, jump into it and walk along the walls to reach the doorway high above.

Turn right and head through the doorway into the hut – jump over the large coal-filled gap ahead to reach another hut. Inside here you should enter the structure in front of you to collect your second set of tattoos, the Gad Marcher. This allows you to walk across those previously deadly coals, but doesn't allow you to swim in lava, so don't try it! Go through the doorway on the left and run to the left of the pillar to push a switch and lower the Dark Soul on top. Now run back to the tattoo room and go through the right-hand door and over to the cage on the far side, climbing inside to get another Dark Soul.

Go back out the way you came into the tattoo chamber and through to the Blood Falls in front of the main hut. Drop down and kill the Sisters of Blood that come to life, then climb up the Blood Falls to collect the Dark Soul and drop back down to head through the doorway on the right. Through the passageway, kill the four Sisters of Blood that come down from above and climb the narrow ledges on the slopes to the glowing altar at the top – use the baton to teleport through to an area just above the entrance to the temple where a Dark Soul sits. Push the block to the left of it to form a makeshift staircase back up to the altar – you can now access the heart of the temple whenever you like!

Teleport back to the centre of the temple and drop back down, running through the door at the end of the room then through another one into another large statue room. Climb to the sides and press the two switches to open up the statue's arms before jumping from the high ledge onto an arm and into its lap to collect another Dark Soul. Drop back down and head through the doorway on the right. Make your way through all the next set of chambers, crossing various gaps and dodging blades and hammers (you can't be hurt by the hot coals now, so falling in isn't really a problem any more), reaching a

room with a Govi trapped inside a cage. If you run over to the opposite side, you'll find a wooden bar near the door – if you jump at this you'll grab on, lifting the cage over the Govi. Wait until the cage goes as high as it can and then let go and run up the ramp ahead, back over to the Govi. Move quickly as the cage is coming back down as you move; make sure you leap the cloth platforms as they'll drop you into the lava and waste time.

Collect the Dark Soul and then continue through the temple until you reach another statue room, this time with a huge figure of a snake. Run along the platform to the left until you reach another wooden bar on the wall. Jump up and grab it, pulling it down to raise the steps up the front of the snake. Run back round the walkway and run up the tail, dropping off in front to climb the steps up to the Dark Soul at the top. The temple is cleared for now – time to do some more backtracking for useful items!

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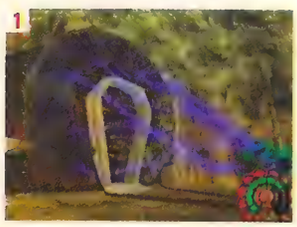
Extra information>

If there appears to be no way forward in a certain area, search everywhere! You might just find a hidden switch or button around...

1



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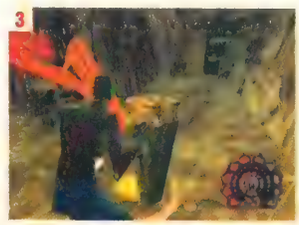

[1] Although opening all the Coffin Gates is ideal for perfectionists, this is one gate that you don't have to go through. [2] Collect enough souls to open it and you can run inside to collect the Marteau. Possibly the most useless weapon in the game! [3] Bash the three drums lying around to open secret areas. How exciting.

awesome moment

Once you collect all three parts of L'Eclipser, head back to Nettie for a shock!

Shadow Man LEVEL 11

Various Locations

First off, it's a quick trip back to the Playrooms. Teleport into the underwater passage with your bear and then run to the end and turn right, going into the door at the end of the tunnel. Through the next door, take the metal entrance on the right and jump into the furnace to collect the Cadeaux before grabbing onto the opening above. Run through this passage and take a left turn, dropping into a room with a Govi inside. Collect the Dark Soul and throw the lever to open the nearby door before heading back into the tunnel. Cross the junction and drop into the room at the end of the passage... to meet the Trueform that you released earlier! He's very big but not all that tough – keep pummelling him with firepower and dodge his shots to down him quickly. When he dies, he'll even leave a Dark Soul behind! Now that this area is clear, it's time to move on...

Head for the Temple of Life with your teddy bear, going inside and dropping into the hot coals surrounding the walkways. Make your way through the passages until you reach a small floating platform – turn right and jump into the opening above before following the passage to a stretch of hot coals. Walk along it to the left and go through the arch to find an area containing a Dark Soul. Collect it, then turn back and walk along the coals ahead to find another Dark Soul. With these collected, take a shortcut back to the Coffin Gate where you collected the Enseigne by means of a narrow coal-filled tunnel to the right of the floating lava platform, and then drop down to the area with the rope bridge leading back to the Prophecy Chamber. Run through the left-hand passage, jump over the pool at the bottom and enter the hut with the rotating wooden gate. Turn left in the room beyond and cross the coals to collect a Dark Soul then grab the Cadeaux behind you and use your teddy bear to transport yourself to the Temple of Fire.

Head into the temple through to the third chamber (the one where the floor is covered in coals, not lava) and then drop down and head to the left. Go through the passage into a room with a long wooden ramp going up in a spiral. Run up the ramp to the first level, dodge the blade and leap into the alcove in the wall to press a switch. This opens a door high above but also unleashes four Sisters of Blood below! Quickly jump back to the ramp and run up two more levels, leaping over and grabbing the wall to pull up into the alcove there – make sure you've got hands free or you'll fall down to the bottom! Push the burning block out of the way and then run down the passage and collect the Dark Soul at the end.

[1] First you'll have to pay a visit to the Playroom... [2] ...and then you can magically transport yourself over to the Temple Of Life. [3] Finally, nip over to the Temple Of Fire and you're done!

1

Drop down and run right, collecting two Cadeaux from the small platforms on either side. At the end of the chamber, take the left-hand opening and follow the passage to another room with a ramp. Collect the Cadeaux from the room at the bottom of the ramp then run up and grab another Cadeaux until you reach the passage at the top. Follow the path around and you'll find yet another Dark Soul to collect. By now you should have over 51 Dark Souls – this is enough to fill up seven segments of your Shadow Level meter and will allow you to open a number of new Coffin Gates. Teleport yourself back to the Prophecy Chamber with the teddy bear and complete a very important task!

2

Shadow Man LEVEL 12

Bayou Paradis, Louisiana

Run through all the open Coffin Gates until you reach the room with the rope bridge leading to the Temple of Fire. Drop into the pit of hot coals in front of you and collect the three Cadeaux there before getting back out and opening the locked Coffin Gate with your Dark Soul powers. Run down the tunnel and leap onto the wooden platform at the end, crossing into the room with three locked Coffin Gates. Drop off the platform and cross the coals to enter a small passage

3

set into the wall to the right of the rope bridge – this leads to another Coffin Gate that you need to open with your powers. Run inside to collect La Lame, the third and final part of L'Eclipser. With all three parts collected, whip out your teddy bear and pay a visit to Nettie in the church of Bayou Paradis.

When the ritual is completed, the world of Liveside will be no more – Deadside is here! Collect the two Dark Souls by the altar and then run outside

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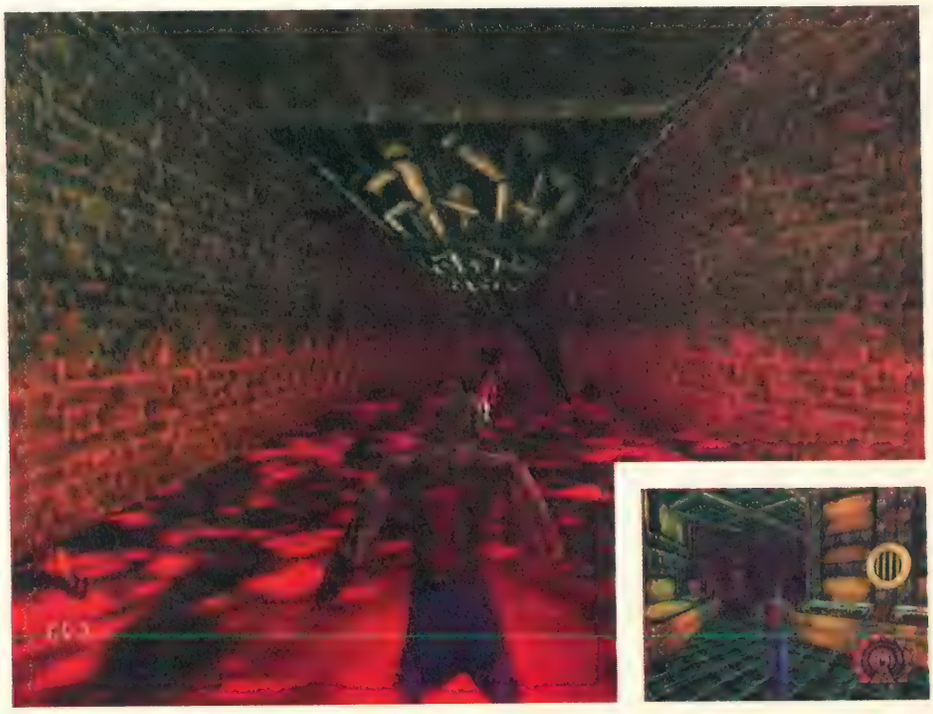
Extra information>

> Make sure you grab all of the Cadeaux that you come across on your travels. When you've got 100 of them, you can increase your energy!



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the church and use your Baton on the altar there to teleport yourself inside the locked shed halfway through the level. Collect the Dark Soul and the two Cadeaux, teleport yourself back and then head to the back of the church grounds into the crypt. Drop down the hole and into the water, then head over to the dry land and drop into the next pool. Instead of following the underwater passage to the right, go forwards and take a long swim to a new area (thankfully, you can't drown here anymore). Follow the passage and cross the rope to a raised cliff, then run inside the two sheds to collect a Dark Soul and a Cadeaux.

Drop off the cliff and follow the path round to the right so that you head through the level and wind up back under the broken bridge. Go forwards to collect a Dark Soul, then make your way along the path (up the ramp and over the bridge) until you reach the wrecked boat. Go inside and follow the path up to the high ledge with a Dark Soul on it, then drop down and turn around, backtracking through the level until you reach the large lake where you collected the Shotgun. Go into the shed on the far side and grab another Dark Soul – there's one left in this area but you can't reach it yet. The best thing to do now is to start getting rid of the Five so transport yourself back to the Cageways with your teddy bear. Get on board the tram and ride it through to the Cathedral of Pain.

Exit the tram and run forwards, taking care of the two Snipers who come over to greet you. Duck into the opening on the left and follow the passage along, running down the flights of stairs to the chamber at the bottom. Pass through the door on the right then through another door into a lava-filled room. Leap over the gap to the platform ahead and pick up another Dark Soul, then

2

1

infoburst

Extra information>

> If you want to make any progress through the Cathedral of Pain, you'll need to collect the Retractors that are just lying around...

run to the end to collect two Cadeaux. Jump back to the original platform and enter the blood-splattered room for two more Cadeaux then exit the room and run left along the path of hot coals. Run down the passage to the long room at the end, collect the Cadeaux placed between the rotating blades and then go through the narrow arch halfway along into a long corridor that you should follow. Climb out of the coals onto a ledge and run past all the spinning blades before jumping up the steps at the end, turning around and running along the top of the pipe that the blades rotate around. Collect all the Cadeaux along here and then grab onto and pull up to reach another high ledge.

Take a right and run up the stairs, entering the doorway ahead of you to find a Dark Soul. Double back and go through another door to find two Cadeaux, then continue climbing the stairs until you reach a large control room. Kill the Sniper and Butcher here, run out onto the ledge around the pillar and collect the two Cadeaux before dropping down and heading all the way back to where you were dropped off by the tram at the start. Run to the end and go through the doors, travelling down a short corridor to another entrance leading to the Cathedral of Pain. Take care of the two Snipers at the top of the stairs in front of you and then check out your surroundings. There are five ways out of this chamber – a large set of double doors directly in front of you and four smaller archways with stairs leading up. The exits each have a symbol above them; from left to right they are...

THE SYMBOLS

From left to right the symbols above the exits are...

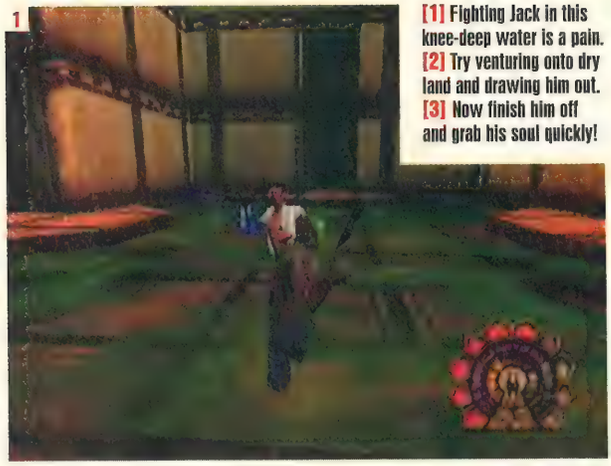
Crossed spears | A dagger | A lizard | A bolt of lightning | A spike

3

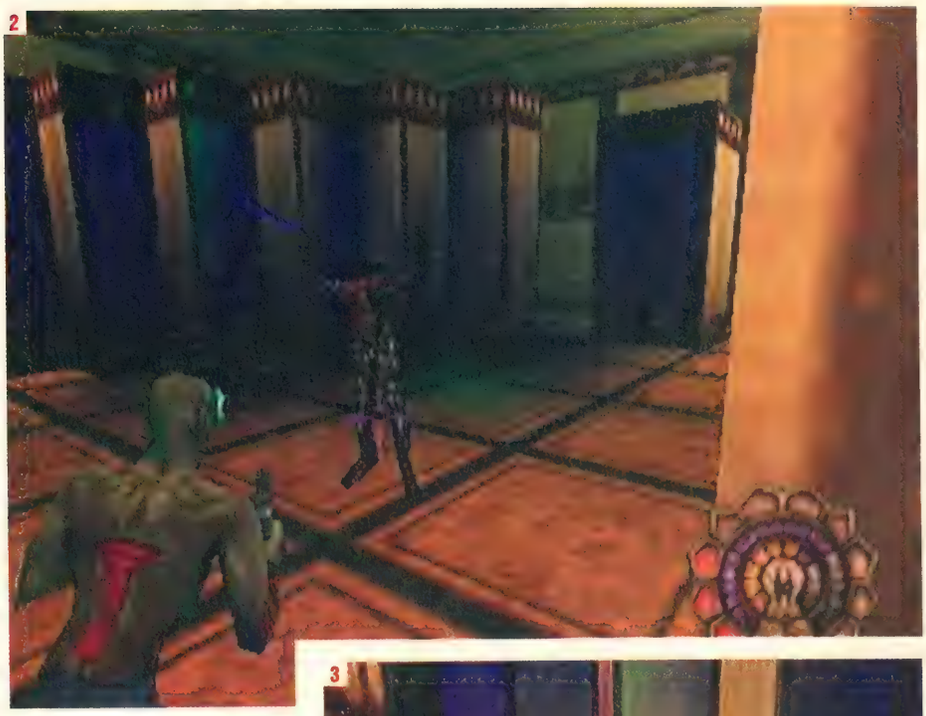
[1] As you'd expect from any normal voodoo ceremony, there's going to be some amount of pain involved! [2] Nettie summons up the powers of darkness through L'Eclipser, the bringer of night. [3] Once the ritual is over, Nettie is exhausted. Still, at least now the powers of Shadow are here – time to kick some evil butt!

awesome moment

Heeeeere's Jack! As you may have guessed, Jack The Ripper isn't a nice person...



[1] Fighting Jack in this knee-deep water is a pain. [2] Try venturing onto dry land and drawing him out. [3] Now finish him off and grab his soul quickly!



Shadow Man

LEVEL 13

Down Street Station, London

This is the central hub of the Cathedral of Pain and is the place from which you can track down the Five. Each doorway leads to a different member of the Five, although not all of them are accessible to begin with, which is what the Retractors are for. Explore the whole area by passing through all the doorways – there are a total of 11 Cadeaux to collect as well as a number of Snipers to deal with in the Cathedral. After clearing the place out, you're left with a choice of which member of the Five to go after first. The only ones available at the moment are the Video Nasty Killer, Milton T Pike and Marco Roberto Cruz, although by using the Retractors on the corpses at the top of the stairs in each area, you can open more. The first one to head through is the archway marked with a dagger – use a Retractor on the corpse at the end and teleport through to enter Down Street Station, home of Jack The Ripper.

Grab the Cadeaux at the side and then collect Jack's journal from the table. This contains valuable information about the Trueforms, Legion's plans to destroy the world and (most importantly) how to shut down the pistons in the Engine Block! Keep it handy and have a quick flick through it before going through the door to the right. Follow the sewer to the right until you reach a large round area – the water here is deep and you can dive down to find an underwater passage. Climb out in the sewer beyond and run right then jump into the opening at the end to enter the station staircase. Climb to the top and go through the door to reach the central hall – do a U-turn to the left and follow the passage through to the next area.

Clear out the Dogs that attack from all sides and then go down the tunnel to the Eastbound platform, killing more Dogs on the way. Enter the train through the door on the right, collect the Cadeaux inside and then exit through the next door onto the tracks. Run left and go into the doorway at the end then follow the passage through the network of corridors to another set of tracks. Move the block to find a hidden opening and go inside, follow the passage through to a large metal structure and go in through the gap, jumping down into the hole in the floor. Follow the passage below through to a large room with a metal floor – don't step on the darker plates or you'll drop into a room below full of Dogs!

Cross to the opening on the left and go through, climbing up and killing the Dogs in the pit beyond from above before dropping down and climbing up on the other side. Dive into the water below and swim through to the chamber at the end. Climb out and pull the lever and then run down the slope and through the door. Duck into the opening on the right and go through another door into a lift. Activate it to reach the station above – blow away the boxes to the right and collect the Cadeaux in the train, then go

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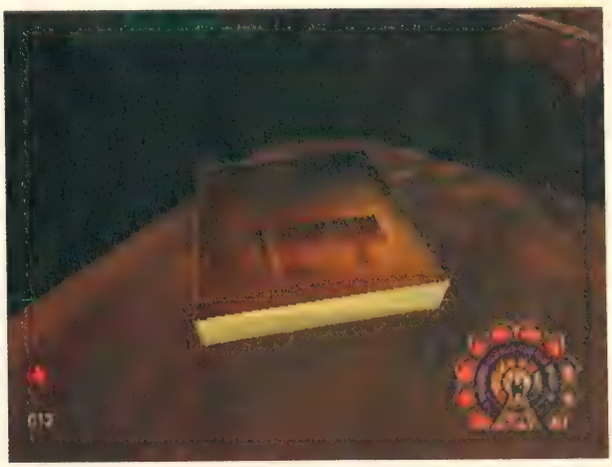
Extra information>

You'll find Jack's Journal just lying on his table – pick it up quick! It contains valuable information about Legion's plans for world conquest!



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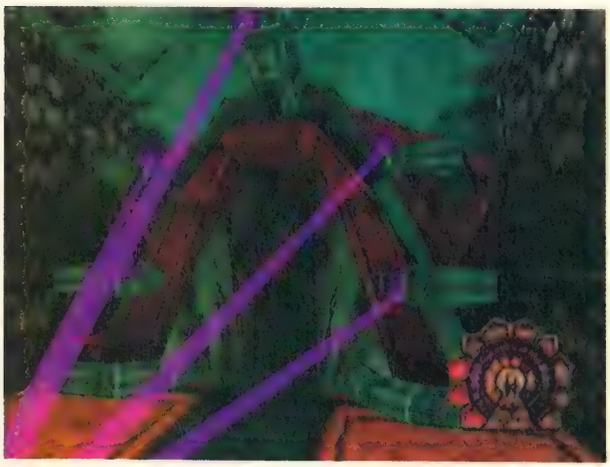
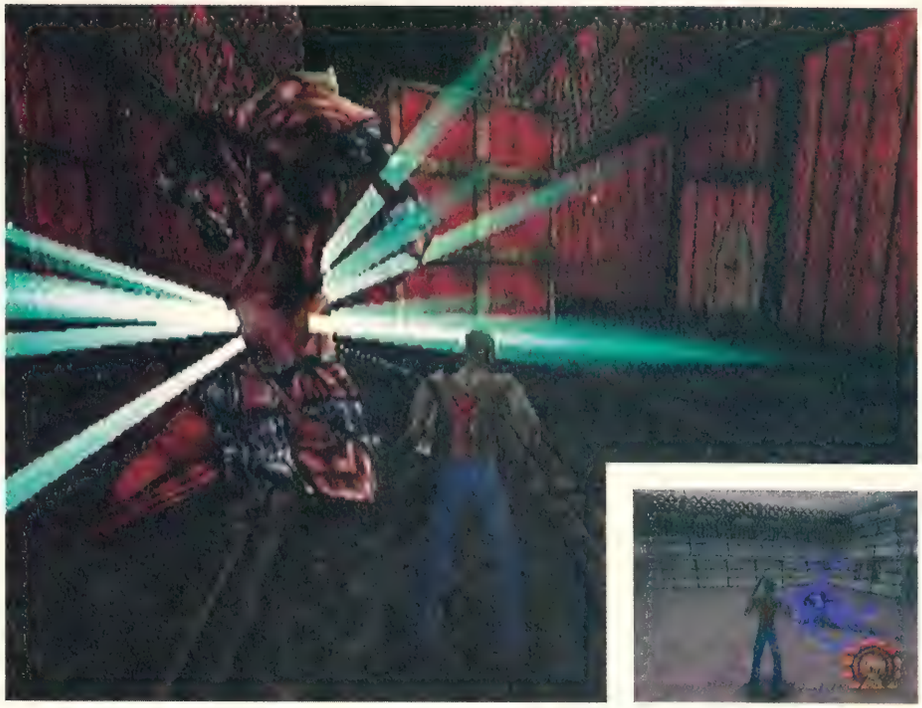
through the boxes on the left and follow the tracks round. Collect the Cadeaux from the train at the far end and then backtrack and blow away the planks blocking the exit you just passed. Go inside and jump through the train (collecting more Cadeaux on the way) and then enter the passage on the other side to find another metal chamber with a hole to jump into.

Go through the doors and swim into the underwater passage to enter Jack's lair. Kill the Dogs and jump up onto the ledge on the left before clambering over the narrow ledge to the right and pulling yourself up. Leap over to the pipe on the right and grab another narrow ledge, edging to the right and leaping backwards onto the platform behind you. Follow the tunnel and go down the steps, killing the Dogs at the bottom and going through the archways and blasting open the door at the end. Go through the maze of passages to the far right and blast away the planks to find another lift – take it up and exit through the door behind you.

Run forwards and into a small chamber where there's a lever for you to pull. Kill the Dog that appears behind you and then run back and drop onto the wooden platform to the right, running over and climbing into the opening opposite and heading through the door at the end. Follow the network of doors through the rooms, eventually collecting an Accumulator from the last one. Leave and climb the stairs, following the passage at the top to the end. Ignore the door and head into the room full of rotating blades. Drop into the water and swim through the underwater passage on the left to reach a lever that shuts off the blades. Now swim back and through the opening on the left on the surface into another pool room. Dive down and collect the Cadeaux, then swim through the narrow tunnel into another room – collect more Cadeaux here and then swim up and surface before heading through the door to meet Jack the Ripper.

This is a tough fight, not in the least because the floor is flooded with sewer water that really slows you down and that Jack can crawl along the ceiling! Using the Shotgun is the best way to take care of Jack, although you'll need to have a rapid rate of fire as he's always on the move. Taking on Jack is a little tricky, but if you walk backwards through the water in a wide circle, using your strafe to get around the platforms at the edge, then it will mean that he can't land behind you too easily. Fire constantly to keep him at bay, but remember that when he drops to his knees, you'll have to finish him off with the Shadowgun! Once he's dead, collect the Prism and Dark Soul he leaves behind and then explore the surrounding chambers for health and ammo. You'll eventually find a small corridor leading to the next Soul Gate – use the prism to open it and then step through to the Engine Block.





Shadow Man
LEVEL 14

Engine Block, Asylum

Run forwards along the walkway and down the ramp, killing the Snipers waiting at the bottom. Take the left exit and use the Engineer's Key on the cabinet there to open a door near the ramp you just came down. Run back up and jump through it, then follow the passage and drop down at the end. Unlock the door on the left leading back to the Soul Gate with the Engineer's Key and then go right, dropping into the coals and running to the end. Climb out and kill the two Cyclopes before entering the opening above the control panel and heading down the corridor. Run along the walkway at the end and kill the Cyclops, then drop down and hit the lever, releasing a Trueform. Kill him and collect the Dark Soul he leaves behind then go through the door at the other end of the room.

Follow the passage into a room with an inactive Trueform – approach the cage and then run away as he jumps out. Kill him for another Dark Soul and then run through the doorway on the other side of the room. There's another inactive Trueform here – kill the two Cyclopes and then throw the lever behind the cage to free him. Get rid of him and collect the Dark Soul, then jump on top of the cage and cross to the metal pipe ahead. Jump between the platforms around the outside of the room to reach the highest platform, then follow it round to an opening on the far side. Go through the passage into a metal cage then go left around the pillar to enter a control room. Kill the two Cyclopes and then climb the ramp to enter Piston Room Two.

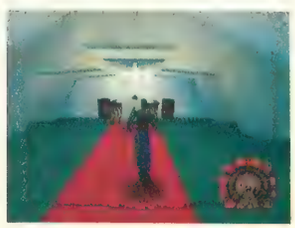
Take a look at Jack's Journal, as you'll need to know the right combination for shutting down the piston. The code for Piston Room Two is One, Two, Four – use the Engineer's Key three times on the first panel, four times on the second and once on the third to get the right display and shut down the piston. Now teleport yourself to the Cathedral of Pain and head through the big double doors at the end marked with a lizard. Run through the archways and climb the stairs to the top to find an inactive corpse waiting to be activated with a Retractor. Open it and transport through the gate to arrive inside Gardelle Jail.

Shadow Man
LEVEL 15

Gardelle County Jail, Texas

Go through the opening ahead and turn right, following the passage along – watch out for the corpses that spring to life now that Deadside is in this world! In the large room at the end, kill the four corpses that spring to life and then collect the Cadeaux at the sides and in the unlocked cells. Go through the hole in the wall inside one of the cells to enter the main prison yard – follow it round and collect the Prison Card Key from the room at the end, use it on the panel to turn the light green and then kill the corpse that jumps up behind you.

Double back and retrace your steps to the large open room before heading through the opening on the opposite side to reach another yard. There's a helicopter hovering here intent on killing anyone trying to



awesome moment

You arrive in Gardelle Jail just in time for the biggest prison-break of the

escape... including you! Dodge the gunfire by using the boxes as a shield and climb the stairs on the left, reaching the top level and facing the chopper. Keep strafing to avoid the bullets and blast it out of the sky with your SMG before collecting the Cadeaux and health lying around. Once you've done this, it's time to find the members of the Five that are here – head back round the walkway and through the opening in the wall ahead.

Go down the stairs and take a right, use the Prison Card Key on the panel at the end and then turn right, running across the prison yard into another opening. Follow the passage and take the first right into a long room – explore the showers on the left for a pair of Cadeaux and then go back and take the right-hand route up the stairs. Down another flight of steps you'll enter a prison yard; run to the end and use the Prison Card Key on the panel, then get rid of the corpses and collect the Cadeaux before running back to the shower room. Return through the archway that brought you to this room and turn right, then follow the passage into a yard to meet the first of the Five, Marco Roberto Cruz. He's got a big sub-machine gun to contend with so use the piles of boxes around the arena to keep him at bay while blasting him with fully charged Shadowgun shots.

When he's gone, collect his soul and head up the stairs to the side to collect the 0.9 SMG before heading down the next flight to the right, taking the passage past the locked gates to the room at the end. Use the Prison Card Key to open one of them and then head back and take the first right. Leap over the counter into the kitchens and follow the path round to the fridge – jump on top of it and use it as a platform to reach the level above. Go through to the pool room, collect the two Cadeaux on the right and then drop through the hole into the prison yard below. Use the Prison Card Key on the panel in the small block ahead, then turn around and exit through the gate on the right, taking the stairs back up to the yard and running all the way back through to where you downed the helicopter.

Run through the opening ahead of you and follow the passage, taking a right at the end. Head down here to meet Milton Pike – arm yourself with your best weapons and make sure your health is at its peak before you take him on. Remember that using your magical weapons is allowed here now; use the pillars as a shield against his massive machine gun and take him down before claiming his Dark Soul as your own. Cross the room and take the left-hand passage to collect the MP-909 and some ammo, then continue along to the open lift-shaft at the end. Drop down and follow the long passage round into the mental wing of the prison – ignore the right-hand turn into a green passage and continue round, using the Prison Card Key on the panel at the end. Double back and take the passage you ignored, nipping into the morgue on the left to collect a more powerful shotgun. Continue round and climb the stairs, taking a right at the top and then another right to re-enter the mental wing.

Search all the rooms for Cadeaux, then take the stairs down into the lower area and collect another couple of Cadeaux. Return to the top floor and go back into the green corridor, heading right into the church. Grab the Accumulator from the altar and then check in the left-hand room outside – use the Prison Card Key on the panel inside. Head back to the morgue and go through the newly-opened gate nearby to enter the Maximum Security wing, where Batrachian is being kept. Considering he's the leader of the Five, he's not exactly the most difficult person to beat – with only a baton to defend himself with, this is going to be an easy fight. Keep circling him and blasting him with your 0.9 SMG and fully-charged Shadowgun shots to keep him at bay until he goes down then collect the Dark Soul and Prism that he leaves behind.

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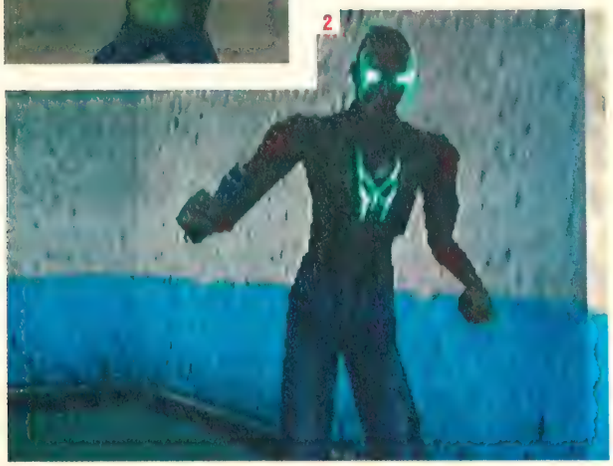

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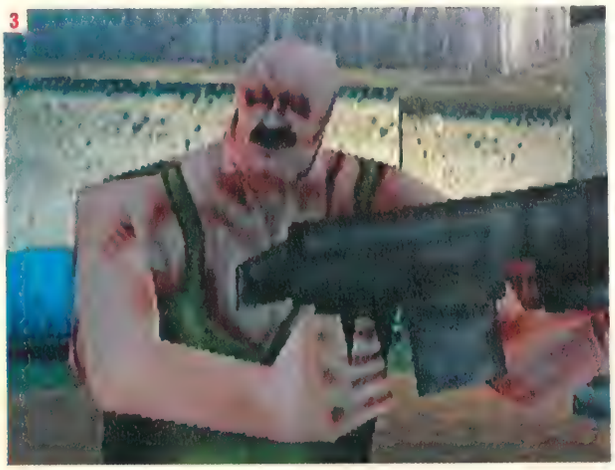

[1] This fat man is Milton Pike and he intends to wipe you out. [2] Of course, the Shadow Man has other ideas... [3] Just like in Vietnam, boy... yeehaw!

infoburst

Extra information

> Think yourself lucky that you didn't come here and take on The Five without your Shadow Powers. You'd have died in mere seconds!

continued>

ntinued>

Shadow Man LEVEL 16

Engine Block, Asylum

Use the Prison Card Key on the panel in the room to the left behind the arena and then take the passage on the right through to find your second Soul Gate. Place the Prism in the pedestal to open it and go through – collect the two Cadeaux, then step into the light to travel to the Engine Block. Kill the Cyclops guards and Snipers before entering into the passages on either side and using your Engineer's Key on the cabinets in each to open the doors. Head down the passage beyond them and up the ramp on the right, killing the Snipers and following the path up and to the left. Go through the door at the end and pull the lever in the control room to unleash two Trueforms in the chamber below. Kill the Cyclops guard behind you and get rid of the Trueforms to collect two more Dark Souls, then use the Engineer's Key on the cabinet in the corner to open the exit. Climb up onto the first Trueform's cage and leap across the boxes to reach the narrow ledge before edging along it and reaching the new opening.

Follow the passage on the other side and jump over, grabbing onto the pipe at the end. Run along to the left (avoiding the blades) and kill the Cyclops before using the Engineer's Key on the cabinet to open another door. Jump inside and follow the passage, then run up the ramp on the right to spring the trap and release the Trueform behind you! Kill the Cyclops at the top of the slope then drop back down and take out the Trueform, collecting the Dark Soul when he dies. Go back up the slope and pull the lever to bring another empty cage into the room, then go up the ramp to the left, using the Engineer's Key on the cabinet at the end to open the locked door. Kill the two Sawblades inside and then go back to the empty cage and jump in to be taken through into the next chamber.

Exit the cage and go round the back to find a door to go through. Follow the path round the boxes into a torture chamber – kill the three Cyclops guards and collect the two Dark Souls, then go back to the cage room and head up the ramp opposite. Pull the lever on the right to open the cages underneath, releasing a Trueform – drop down and kill him to collect his Dark Soul before going back up and taking care of the two Cyclops guards in the small caged control room. Pull the lever here and then use the Engineer's Key on the cabinet outside to open up another passageway. Follow the passage into another control room where two Cyclops guards wait for you to kill. Go through the door opposite where you entered to find Piston Room Four – use the combination Two, Four, Five to shut that one down too. With three of the pistons offline, it's time to use your teddy bear once again and teleport back to the Cageways.

Shadow Man LEVEL 17

Various Locations

Run over to the flaming pipes ahead of you and drop into the hot coals below. Turn left and jump into the gap, following the stairs up to the top. Ignore the door for a moment and head into the opening on the left, killing the two Snipers below from the balcony. Leap over onto the moving platforms and cross them to the other side, taking time to collect the Cadeaux sitting at the top of each one. On the other side, kill another Sniper then head into the small room on the right and throw the switch – this starts the cage moving outside. Go over to it and wait until the cage is moving away before grabbing the rope and following it along, dropping down onto the Govi halfway over and collecting the Dark Soul. Go back up the stairs and cross to the platform where you first grabbed the rope then jump over the balcony onto a small platform below to get another Dark Soul.

Head back up the stairs and cross the moving platforms once more, stopping on the third one along to enter the passageway at the top. Jump from the end onto the platform and grab the rope and cross over to collect two Cadeaux. Keep moving along the rope and collect the Dark Soul, then turn left and jump onto the metal pipe before leaping over to the platform. Turn left and take a look at the cage just ahead – it's possible to leap forwards and catch the edge of the cage, climbing inside for the Dark Soul. Now drop down and get back up to the rope, crossing it again and leaping to the platform you reached the cage from before heading down the passage. Take the slope down and go through the door then leap into the cage to the left to collect another Dark Soul. This is as far as things go in the Cageways for now, so there's one more place you need to check out before carrying on. Use the teddy bear once more and transport yourself to the Asylum Gateway.

Drop off the drawbridge and run to the right, crossing the hot coals in the area beyond to reach a distant platform. Collect the two Cadeaux and then follow the ledge to the Dark Soul in the corner. Follow the ramp all the way up to the junction at the top before turning right to find two more Cadeaux and another Dark Soul. Go back and across the junction, down the slope and through the archway on the left into another room. Ignore the right-hand opening and go forward through the one on the left, following the passage to the ledge overlooking the entrance of Asylum to collect another Dark Soul. Double back and go through the opening you just ignored, crossing the wooden beams ignoring the Govi on the left. Follow the wide wooden walkway into the next room round to the left into a control room – kill the two Butchers and open the locked door with your Engineer's Key. Backtrack through to the previous room and make your way carefully over the central metal pipe to collect the Cadeaux before heading back to the Govi you ignored earlier and grabbing the Dark Soul inside. This done, whip out your teddy bear and transport yourself back to the Prophecy Chamber.

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Extra information>

When you return to a level you've visited previously, the enemies get more powerful to match your own development so watch out!

awesome moment

The Lavaducts are a dangerous place to go – one slip and you'll burn!

Shadow Man LEVEL 18

Lavaducts, Asylum

Run through the first two Coffin Gates and drop down to reach the third. Don't go through it, though – instead, head over to the altar in front of you and use your baton to teleport through to the coal-filled chamber near where you collected La Lame. Climb up the wooden platforms and pass through the Coffin Gate you opened earlier before crossing the rope bridge into the Lavaducts of Asylum.

Run forwards between the giant pillars, killing the Sniper and Sawblade who emerge from the right, then climb up the stone steps to the top and leap over to base of the bridge. Pull yourself onto the top and then run down the path of hot coals to the left before killing the two Snipers, jumping out at the end and climbing the stairs to the left. You'll emerge in a large room covered with hot coals – run left and take care of the Sniper, then follow the passage and use the Engineer's Key on the metal cabinet. This unlocks the two small doors just to the right and behind you – the one to your right contains two Cadeaux while the one behind you leads to a long sloped passage. Follow it up and you'll drop into a long control room. There's a Dark Soul at the end of it as well as a locked door – pull the lever to the right to unlock it and get outside. Run down the ramp ahead and kill two Butchers and a Sniper before returning back up to the top level and taking the stairs on the left.

At the top of the stairs you'll find a lever to pull – this activates the large stirring mechanism in the lava pit beyond. Run up the next flight of stairs to find it as well as activating a restart point. Ignore all this for now and head back to the metal cabinet where you used the Engineer's Key, taking the coal-covered passage opposite it. Follow the tunnel until you reach another control room where another Dark Soul sits – pull the lever here to unlock the door and get back into the area where the Sniper and Butchers were. Turn back once more and return to the large coal-filled room near the start; when you get there, run forwards and enter the passage ahead. Climb up into the control room at the end, watching for the three Sawblades and two Cyclops guards that will descend through the staircase in the corner of the room. Get rid of all of them and then run up the stairs and collect the Dark Soul on the left. Pull the lever at the far end of the room and run outside then climb the stairs on the left and reach the upper level of the room. Jump over the barriers onto the small platform in the middle to collect two Cadeaux, then jump back and head through the door on the left, through a control room back into the lava pit room.

Wait for it to turn in your direction and then leap onto it, dodging the fire from the Cyclops guards at the side until you can jump off again onto a new platform. Collect the Dark Soul and Cadeaux here, then jump back on board and carry on round the pit until you reach another platform. Take care of the two bothersome Cyclops guards then get another couple of Cadeaux and head down the stairs on the right. Follow the passage and enter a room full of boxes – kill the two Sawblades here and use the piles of ooze to leap up onto the boxes above, collecting a Dark Soul. Drop back down then turn around and take the stairs in the corner to the top level. Run straight through the next area to the room beyond to kill three more Sawblades and get some more Cadeaux before returning to the previous room. Climb the narrow ledges on the slope, collecting Cadeaux on the way, before entering the passage at the top and dodging the blades. Pull up onto the step at the end and then

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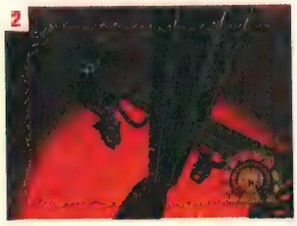
Extra information>

Whatever you do, don't underestimate the enemy! Keep moving at all times to dodge oncoming bullets or you'll die rather quickly.



[1] Once you've managed to work your way through the perimeter of the level, you'll reach this switch. [2] Throw it and you'll activate the huge machine behind the wall – this lava stirrer moves round and generates huge amounts of power for Asylum. [3] Of course, this doesn't matter to you – just use it as a platform to reach the other side of the lava pit!

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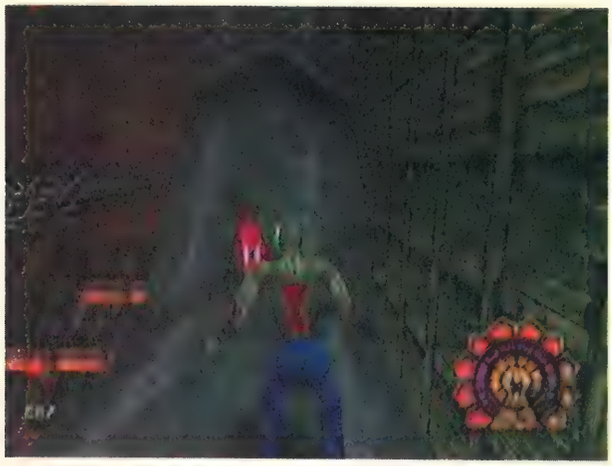
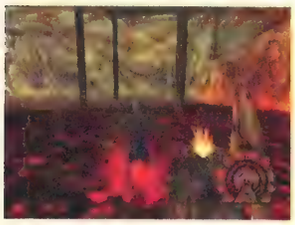
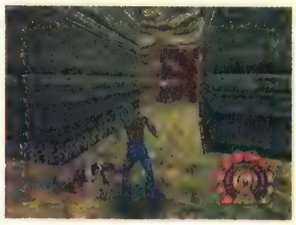


double-back, crossing the long tube and dodging the blades again to get some more Cadeaux.

Jump off at the end and enter the passage to the right. Look down to aim your fall and jump off the high ledge onto the boxes below. Jump across them and collect the Dark Soul on the far side of the room, then drop down and make your way back to the narrow ledges on the slope before climbing back over to the bladed pole to the ledge opposite. Go slightly left and turn around, dropping onto the metal pipe below to collect a Cadeaux, then pull yourself up and enter the passage on the left, following the path until you fall back into the lava pit room. You'll have lit up eight segments of your Shadow Level meter by now, so transport yourself back to the Prophecy Chamber and work your way back to the Coffin Gate that led you to the Lavaducts.





Shadow Man
LEVEL 19

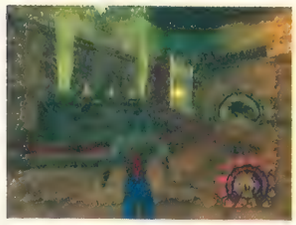
Temple of Blood

Climb back up to the top of the wooden platforms and open the next Coffin Gate. Pass through the tunnel and over the bridge to reach the Temple of Blood, the last of the Gad temples. Run forwards and drop down, heading to the left side of the entrance and pressing the switch to lower one of the statues. You'll need to climb onto the ledges around the outside and jump over to the right to press the second switch, but watch out for the two Sisters of Blood that spring to life as you do it. Climb right to the top and enter the main temple through the right-hand opening.

Use the platforms going down the slope on the other side to drop into the main arena, collecting the Cadeaux as you go. Jump onto the central platform and ignore the Govi for now. Instead, cross to the left and right platforms to press the switches and collect two Cadeaux before heading back up the slope to the top. Go right and jump onto the narrow ledge, clambering across until you can climb up into the newly-opened gap. Follow the passage beyond down into a room with four doorways, three of which are blocked. Drop off the wooden walkway and press the switch underneath three times to rotate the plate blocking the doors round, opening the right-hand path. Kill the Sisters of Blood that have sprung to life and then run through the door, pressing the switch at the end to start the blood flowing down the pillar outside.

Kill another two Sisters of Blood, then go back outside and press the switch twice more to open up the left-hand doorway. Run up the stairs and drop through the gap into the room below before climbing the blood flowing down the pillar to the top. Collect the Cadeaux there, then drop down and head through the opening on the right, pushing the block aside and running through into the next chamber. Climb the pillar there and leap over onto the opposite platform to collect a Dark Soul before dropping back down and running into the tunnel on the left. Press the rope switch ahead to launch a rope a little further along, then head down the passage just behind you to the left and follow the passage, avoiding the rotating blades to enter a lava-filled room. Kill the Sister of Blood quickly and climb across the rope to grab the Dark Soul before using your teddy bear to teleport back to the main arena of the temple.

Make your way across the slope to the opposite side and clamber along the ledge to enter the other opening on the top level. Go down the slope into a lava-filled room and leap across the platforms to the



pillar going up and down in the centre. From here, cross the pit by means of the various platforms – watch out for the moving statues that will push you into the lava! – and then reach the ledge with a switch on it to the right. Push the button to activate more moving walls and cross over to the door at the end, dodging any obstacles that might send you in for a fiery bath. Enter the next room and turn right, jumping over the gap and grabbing hold of the ledge above. You'll need to edge along the ledge while waiting for the rotating blades to pass – if you get hit, you'll end up in the lava. Drop down on the other side and dodge the moving statue before entering the next doorway.

Ignore the opening on the left and run past the inactive Sister of Blood to the rope switch at the bottom of the slope. Kill the Sister of Blood as it comes to life, then go through the opening you passed and run up the ramp. Cross the new rope, avoiding the rotating blades, to the door on the other side, then go through into a large open room. Climb the Blood Falls on either side to collect the Cadeaux and then drop into the

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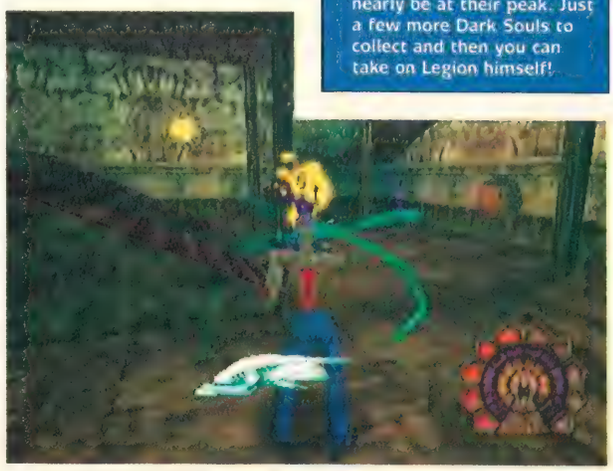
Extra information

By now, your powers will nearly be at their peak. Just a few more Dark Souls to collect and then you can take on Legion himself!

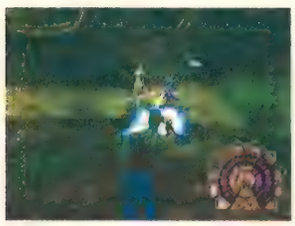


awesome moment

After your visit to the last of the Gad temples, you'll never be the same again!

[1] The Calabash is the voodoo version of the modern-day hand grenade. [2] Once you pour out the contents, it's a good idea to stand well back! [3] Use them to access this caged Govi.

hot coals below and run to the end, dodging the blades, to collect a Dark Soul. Turn around and run through the coal-filled passage ahead to emerge in the Gad tattoo chamber. Get rid of the Sister of Blood and then check your surroundings – there are five switches here that all need to be pressed to activate the tattoo structure. There's one directly behind you and four others around the sides. Be warned though – the platforms in the lava sink when you stand on them, so don't stop moving for a second! Make your way around the room, pressing the switches and then leap over to the stairs leading up to the structure, dodging the Sisters of Blood that come out from the left and right.



Finally, you've got the Gad Nager! This makes you totally invulnerable to fire of any kind, to the extent that you can now swim through lava! Swim forwards when you land in the lava below and surface inside the small cage near the entrance to collect a Dark Soul. Swim back out and make your way back up the slope to the left, entering the opening at the top and following the path back through the level to the room where you clambered along the ledge avoiding the moving blades. Drop into the lava and swim through the arch to the room beyond, then climb out and make your way up the platforms around the outside, avoiding more blades, until you can return to the previous room through another arch to collect the Dark Soul at the top. Whip out your bear and transport yourself back to the entrance of the temple.

Climb up the slope and go through the opening high up on the right (as you face up the slope), following the path through to the lava-filled room where you crossed the rope. Drop into the lava and swim left, climbing out into a small chamber where there's a switch to push. Hit it to lower the level of lava and then run across and enter the passage on the other side to find another switch. This raises the lava again but higher than before, allowing you to reach the Dark Soul on the top platform. With this collected use your teddy bear to travel again, this time going back to revisit the Lavaducts.

Shadow Man

LEVEL 20

Various Locations

Time to visit all those places that were filled with lava and therefore inaccessible until now. Jump over the lava stirrer and swim through the lava to the left, surfacing into another chamber at the end. Go through the door and use the Engineer's Key to lock the door on the right and open the one above, then climb up and use the key again to close the hatch once more. Run down the slope and round the cage wall to collect another Dark Soul before opening the locked door with the lever to the side. Now pull out your bear and transport yourself back to the Lavaducts, diving into the pool again and going through the opening to the right instead. Follow the passage and surface, then run in and open the hatch above before climbing up. Go up the ramp and over to the corner of the room, jumping up and grabbing the ledge through an opening in the ceiling. Run along the platform, killing the Cyclops on the way, and go down the ramp at the end to find another Dark Soul. Warp

continued>

walkthrough

Shadow man

ontinued >

back to the edge of the lava stirrer once more and drop into the lava again. Swim right, but turn left at the end and head down to another lava stirrer area. Go through the opening on the far side and climb out, eventually reaching an open area at the top. Jump over the balcony and follow the passage ahead to reach the ledge around the top of the stirrer then jump on-board and ride it round for the last Dark Soul in this area. Now use the teddy bear to warp yourself to the Temple of Fire.

Run through the first chamber into the small room with a pillar in the centre and lava below. Drop down and then swim to the right, through an opening and down a long tunnel to a chamber beyond. Jump out and then dive into the lava hole ahead to swim down another tunnel, making note of the altar in the lava ahead before surfacing and running through the opening. Press the button on the right and run down the ramp. Drop into the shallow lava beyond and press the button to raise the level to the top, emptying the room with the altar in it that you came through earlier. Climb out and run up the stairs past the rotating blades, then cross the bridge with the hammers at the top and run down the corridor on the other side. Drop down and turn right to end up back in the altar room – use your Baton on it to teleport to a platform near another Dark Soul for you to jump across to and collect before falling down and climbing the steps back to the entrance to the temple.

Head back to the room where you dropped down before and do it again, this time swimming left and heading through the door at the other end. Run along the walkway ahead, avoiding the hammers, then turn right and jump to the platform there. Press the switch on the left to activate a rope crossing, then turn around and jump back to the central platform before leaping once more to the opposite side of the room. Run along and make a leap at the rope above to grab on then cross to the other side. Jump over to the wooden platforms – watch out for the fireball statues and the cloth platform that falls to the

floor, releasing two Sisters of Blood – then jump for the last time over to the door and reach the next room.

Drop to the floor and run through the maze of passages collecting the Cadeaux you find until you reach the far left-hand corner. Hit the rope switch to activate a crossing and then head back to the door, watching for the Sisters of Blood that have come to life. Run back and climb the slope before crossing the rope, jumping off along the way to collect the Cadeaux. Drop into the hole halfway along and then run up the stairs and collect the Dark Soul at the top. You've cleared out the Temple of Fire now so it's time to use your bear again. Next stop? The Temple of Life.

Turn left and run through the cavern, then cross the cloth walkways on the other side, turning right just along the way and jumping over to the separate platform. Cross the rope and follow the passage, killing the Two-Heads

on the way until you reach the lake of lava that you can now swim through. Cross it and collect the Dark Soul then go through the arch and grab the Cadeaux on the other side. By now, you will have over 95 Dark Souls, lighting up nine segments of your Shadow Level meter. It might seem like you're going backwards, but take a trip back to the Temple of Blood via your teddy bear.

Climb the slope and take the left-hand exit, following the path back to the room with the swinging hammer and pillar going up and down. Jump onto the pillar and ride it up, leaping over onto the platform on the right. Jump across to the opening at the end and go through it, then take the archway on the right again to run along a narrow ledge to a switch. This lowers a bridge in the area below – drop down and run across, then enter another room through the archway on the left that is full of floor tiles. Press the two switches under the pillars to lower them and kill the Sisters of Blood that come to life before using the bear to return to the entrance of the temple. Retrace your steps back to the high-up ledge near the new bridge and run across the space where the statues used to be to find a cavern on the right. Follow it to the top to reach the Coffin Gate above the rope bridge where you first entered this area. You can blast it open with your powers and then run inside to grab the Calabash waiting there.

You can use this item to blast open the floor tiles you've seen all over the place so far – try it out on the one next to the pedestal, but make sure you stand back as they make quite a blast! Don't drop down yet though – instead, run out of the gate and turn left, using your Flambeau to burn the cloth covering on the entrance ahead. Run through and follow the passage through another cloth doorway to a small room with a tile in the ceiling. Blast it away with the Calabash and then jump up to collect the Dark Soul inside before heading back and passing through the Coffin Gate again. Drop through the hole you made in the floor and blow open the tile behind you to find a load of Cadeaux, before heading back into the temple. Go all the way back through to the room full of floor tiles and blast them all open. Many are full of Cadeaux, but one contains a stairway leading to the area behind the cage at the side where a Dark Soul waits to be collected. Once you've done

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[1] For those with short memories, there's a rather cunning secret located right at the very start of the game near the church. [2] Teleport yourself back there and then use a Calabash on the tile sitting on top of the nearby grave. It'll explode and open up the crypt underneath. [3] Venture inside and you'll find another Govi but watch out for the dog guarding it!

awesome moment

The Undercity is a total nightmare – it's so dark, you can hardly see a thing!

[1] When you enter this cathedral-esque room, you'll have to wipe out a whole load of monsters. [2] Once they're all dead, run up the stairs to claim the prize... [3] It's another Retractor! Joy!

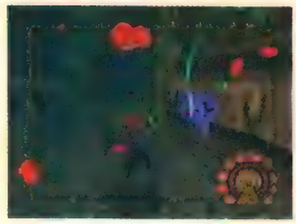
Shadow Man

LEVEL 21

Undercity, Asylum

Run forwards through the dark and take care of the Bladed Ghouls from your raised vantage point before dropping down. Head onwards and into the door on the left, killing the two Sawblades and collecting the Cadeaux before climbing the ramp. Grab more Cadeaux here and then go back outside and turn left, venturing into the darkness. Pretty black, eh? Well, just pull out your Flambeau and you'll soon be able to see where you're going – jump up and grab the ledge above, pulling yourself up and burning the flame-marked door on the right to collect a Cadeaux before running down into the area to the left.

Kill the Sniper on the ledge as well as the one who emerges from a hut on the left. Pull up onto the ledge where the Sniper was, turn around and leap onto the rock steps on the left. From here, jump onto the metal pipe and then over to the high ledge opposite where another door waits. Cross through the control room past another door then make your way round the room to kill the three Cyclops guards before dropping into the area in the middle and using the Engineer's Key on the cabinet to activate the motor above. Go back up the stairs and use the control panels in the corner above to climb onto the higher ledge. Run along and cross the metal cage to the opposite side, then climb up again and run over to the tallest platform to leap onto the moving plateau. Jump off again when it moves level with the hole in the wall and then run down the corridor.



Drop down at the end to enter a room similar to the one you just left. Kill the four Cyclops guards and then run around to find another cabinet to use your Engineer's Key on. Use the platforms to clamber back up to the top of the room, leaping between the moving sections to reach an opening opposite where you originally fell down. Follow the passage and kill all the Cyclops guards in the control room at the end before entering a room with a glass ceiling. Drop down and take the passage on the left, through the door into a corridor that leads to a platform with a Dark Soul on it. Collect it, then drop down and go through the door onto a narrow ledge – grab the Cadeaux and run down the ramp then use the rope on the left to clamber down to the floor below, taking out the three Snipers waiting for you.

Head through the passage on the left, using your Flambeau for light and then kill the Snipers in the room beyond. Wander over to the next dark opening and run through to re-emerge in the area you were in right near the start where you entered the high-up doorway. Climb all the way back up and retrace your steps through the first motor room into the second, using the moving platforms to get back up. This time though, this, you'll need to go back and blow open the floor tiles that you've passed previously to get some more useful items – here's a list of where they are:

Temple of Fire

Just inside entrance – drop into the passage below and push aside all the burning blocks, climbing the slope to find Dark Soul in alcove at top of the temple.

Temple of Prophecy

Just inside the entrance – there's a Dark Soul waiting underneath it.

Bayou Paradis

In graveyard – drop into the crypt below and run to the end to collect two Cadeaux and a Dark Soul. Watch out for the killer Dog that's guarding it!

Marrow Gates

Just on the other side of the gates – blow it open to reveal a whole stash of Cadeaux!

Gardelle County Jail

Through the lizard-marked archway in the Cathedral – check the painting on the right-hand side of the room where you enter the prison. Does the design look familiar? Blow it away and follow the path behind to find the tile. Collect the Accumulator there and then blow the padlock off the door at the end to get out.

Once you've been through them all, transport yourself back to the Prophecy Chamber with the teddy and head back through, using the Baton on the altar halfway along to reach the area with three Coffin Gates. Finally, it's time to reach a new area!

[1] Does this pattern ring any bells? Blast the picture to find a passage. [2] Use a Calabash on the tile to open the way.

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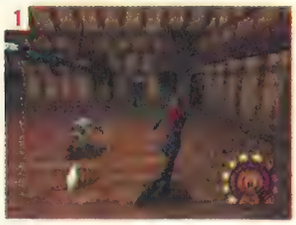
Extra information

As you make your way through the land, pick up the Accumulators lying around. These can be used to open up the Violator cabinets.

continued

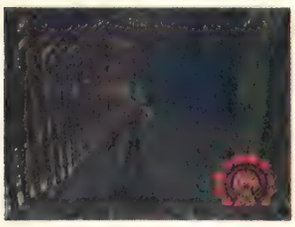


[1] After the complete hell that was the house of the Home Improvement Killer, you'll finally get a chance to take him on in battle. [2] Whip out a nice big gun like your SMG and give him a taste of lead. Keep firing at him and strafing to dodge some of his Nail Gun shots. [3] Remember that you'll need to use your Shadowgun to finish him off for good!

enter an opening halfway up level with the first set of rotating sections – follow the passage until you reach a junction. Take the right-hand path into a room with fast rotating blades, turn left and drop into the control room to kill some Cyclops guards. Use the Engineer's Key on the cabinet to stop the blades and then run through the door, turning left and going down the passage through another door.

Kill all the Snipers and Cyclopes in this cathedral-esque room before climbing the stairs and collecting the last Retractor. Go back down and head through the door on the right to collect two Cadeaux and then go back to the blade room. Drop down and take either exit, killing the Sawblade and collecting the Dark Soul before using the block to leap over the cage and going through the door back out to the starting area. Run back through the two open areas connected by dark passages and use the rope that you originally clambered down to climb back up to the top area. Go back up the ramp to the top door and then jump across, grabbing on and pulling up onto the platform on the right. Enter the door here and use the Engineer's Key on the cabinet on the left to unlock the door.

Run under the cage and use the key again to open the next door then run through into the upper regions of the middle open area. Kill the Sniper and cross the pipe to the other side, then run right and jump over to the platform opposite, going through the door at the end. In the chamber beyond, use the cage on the left to reach the level above and then leap onto the boxes and over the barrier into the next room. Collect the Cadeaux around the pillar and then head down the ramp to the dark area below. Pull out your Flambeau and wander round the central pillar to release the Trueform in the cage, then blow him away to collect the Dark Soul inside him. The Undercity is now cleared so you can transport over to the Cathedral of Pain with your teddy bear. Go through the archway marked with a spike and activate the corpse at the end with the last Retractor to access the lair of the Home Improvement Killer.



Shadow Man
LEVEL 22

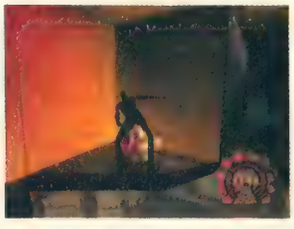
Mordant Street, Queens, New York

Run to the left and through the opening then leap up to the broken floorboards above and through the doorway on the right. Turn right and then left, heading down the passage and using your Flambeau to light the way. Through the door at the end you'll meet the Home Improvement Killer – a psychopath with a pair of bolt guns. Thankfully, you don't have to fight him yet, so let him disappear and then explore the room. There's a lift at the side that is locked (so you'll have to open it) and a couple of other exits including a broken staircase.

Go through the door to the left of where you entered and follow the passage round. Blow the planks away from the door at the end and run inside to collect the flashlight – use this from now on as it not only gives you better light than the Flambeau but also saves you precious Fire Skulls. Go back to the main hall and run forwards, blasting through the boxes to enter the passage beyond. Follow the corridor and enter the rooms to collect some Cadeaux before going through the doorway at the end and finding another door. Blow the padlock off of the gate inside and head on through to collect the Cadeaux in the shed. Carry on along the concrete and kill the Dog, then move the crate and blow away the planks inside blocking another opening.

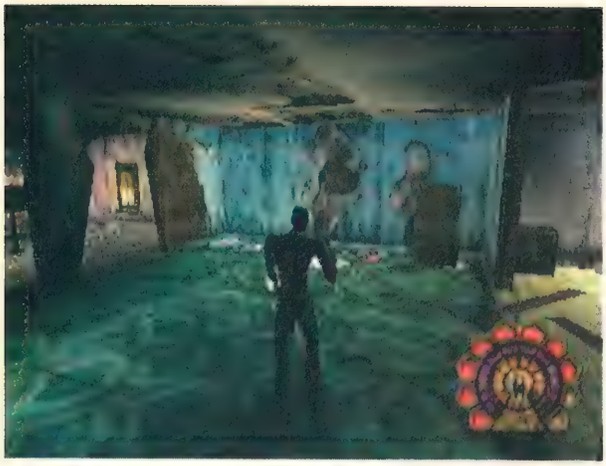
Go down the passage through the rooms and climb up through the broken ceiling in the kitchen to reach the room above. Go through the next set of rooms, blasting any boxes in your way, then go past the room full of skin-covered chairs and through the door at the end of the passage. Kill the Ghoul on the left and go through the doorway on the right, following the network of doors and leaping over the collapsing floor. Move the block aside in the next room and head past the birdhouse (made out of skin, unsurprisingly) into another corridor. Turn left and collect a Cadeaux, then go back and straight through the door ahead, running through all the wrecked rooms and through a pile of boxes into the corridor beyond.

Collect the Cadeaux on the left then go right, down the passage and out onto the balcony to get more Cadeaux. Back into the passage, go past the boarded entrance and collect two more Cadeaux then blow the boards away and follow the corridor. There's another boarded entrance at the end to go through, behind which lies a switch – throw it to turn on the power in the house, activating the lift. Go back outside and drop off the balcony into the main hall, taking the lift up to the top level. Leave the lift and collect the Cadeaux at the ends of the balcony then go to the left-hand side and jump over the gap (be careful – it's quite tricky!), going through the door. If you fall down, you'll



awesome moment

Well there's a shock – it wasn't Luke but Legion in disguise all along. Doh!



need to bring the lift back down before you can make an attempt at it again.

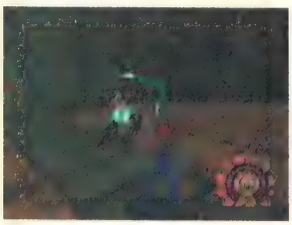
Take the corridor beyond to the left, running through all the empty rooms and jumping over the holes in the floor in front of the last doorway. Run through the wall cavity and destroy all the boxes to get through. Head into the next set of rooms and you'll find the last Accumulator – now keep going through the rooms to find a river of blood flowing through the house. Climb the falls on the left and follow the winding path through the corridors and rooms to the attic. The Home Improvement Killer is waiting for you here so arm your Violator and blast him like crazy. You'll need to get rid of him quickly as unfortunately he never misses with his bolt guns and can therefore wipe out your energy in record time! Once he's gone, collect the prism and Dark Soul, then exit the room to the right of where you entered. Use the prism to open the gate and then step on through to enter the Engine Block again.

Shadow Man

LEVEL 23

Engine Block, Asylum

Go forwards and run up the ramp, killing the Cyclops guards and Snipers on either side. Head right and onto the third level, pulling the lever there to open two doorways at the far end of the room before running to the very top of the ramps. Cross the rope and drop to the platform at the end then take the right-hand opening, following the passage into the room beyond. Drop onto the ramp below and kill the Cyclops, then use the Engineer's Key on the cabinet



to open the cages. Don't be fooled by the Trueform still locked up – it'll break loose when you drop down to take on the other one, so watch out! Get rid of them both and collect their Dark Souls, then go through the big archway and go right, entering the small door at the end.

Go through the control room and over the bridge, entering the opening in the wall high up to the right. Follow the passage and go through the door opposite when you reach the room at the end, entering Piston Room Three. Shut down the pistons with the combination Three, One, Two by using your Engineer's Key on the panels under the columns. With all the pistons off-line, you can make it across to the end of the Engine Block – however, you don't want to go there yet. Instead, teleport over to the Marrow Gates with your teddy bear and open the ultimate Coffin Gate with your complete Shadow Level meter...you did get all the Dark Souls, didn't you? Inside is the mystery item – another Violator! This makes taking down enemies even easier, although you'll use up a lot of ammo while you use them. Guns in hand, teleport to the base of the main piston area with your teddy bear and jump

all the pistons to the far end of the room to spot Luke again. Chase him up the ramp and through the corridor, up the slope into the Trueform cage room. Don't worry about them – they won't get loose. Run through the maze of passages to the central chamber where Luke waits for you...or is it? No, of course it's not – it's Legion in disguise!

Fighting Legion is really easy, especially with your twin Violators. Keep circling him and blasting away while he tries to swipe at you with his blade and he'll soon go down. Trouble is, he doesn't want to stay down... in fact, he transforms himself into a massive beast intent on ripping you to pieces! This time he's much tougher, firing out a multitude of homing blasts that take off major amounts of your health. To make things even worse, you should know that you only get one shot at beating him – if he kills you, Legion claims the Dark Souls and destroys humanity! Oh, the horror!

You're going to need a whole lot of firepower to take on Legion – make sure your Violators are fully loaded and you've got as many Fire Skulls as you can carry because you'll have to use your Enseigne if you run out of ammo. Drop to the floor right at the bottom and collect any items you might need before getting out your Violators again. Run in circles, trying to keep Legion in front of you, then run underneath him while firing the Violators constantly to hit him. The main thing to remember is to only fire when he's in front of you – you'll only waste ammo if he's not. Keep moving to outrun the soul blasts he shoots out and switch to the Shadowgun again when the Violators are running low on bullets. Only use fully charged shots to hit Legion as anything else will only do minimal damage. Eventually you'll wear him down enough for you to finish him off – hit him with a major Shadowgun blast and you'll have defeated Legion and his minions for good!

infoburst

Extra information

Try to collect all 120 Dark Souls so you can open the ultimate Coffin Gate. Inside is a great item – the second Violator! Take it to Legion!

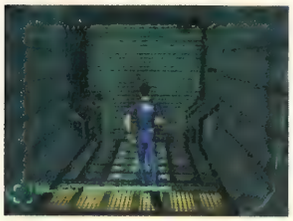
GAME OVER

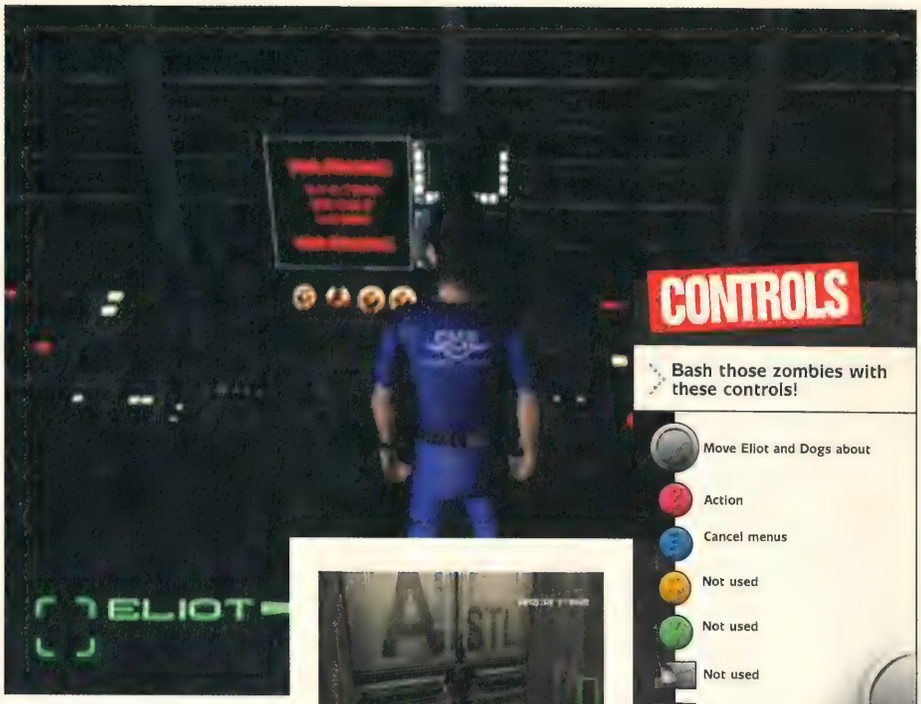
walkthrough

Sonic Adventure

Marauding zombies, tricky puzzles and lots of blasting action – you're going to need a complete walkthrough to *Blue Stinger* if you're going to get anywhere!

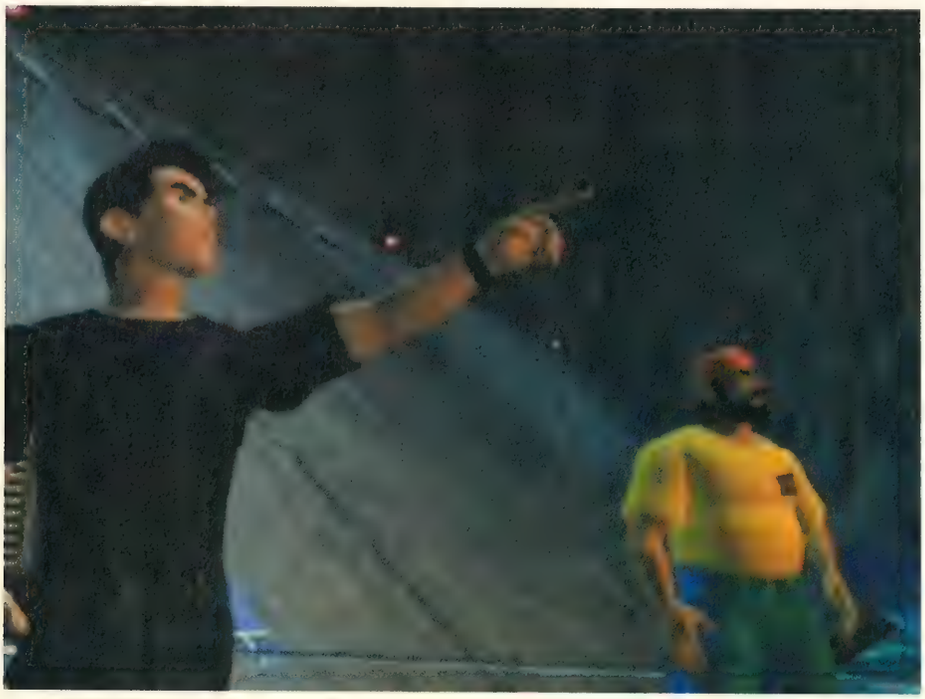
Blue Stinger

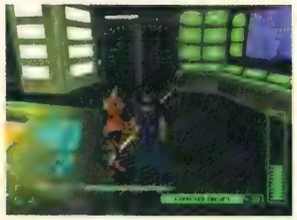




At the Beginning

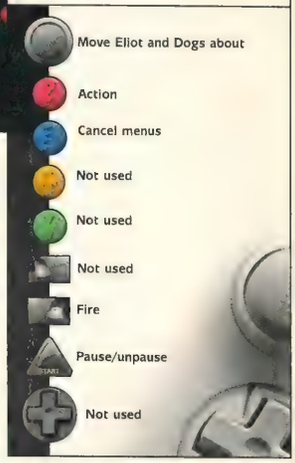
● The island is infested with zombies and monsters. Just follow the path.
● Once Dogs appears on screen, a small hassy will appear at the end of the pier.
● Pick up the C01 Gate key by the zombie on the ground.
● Meet sidekick hero Dogs Bower on the bridge.
● Pick up the C02 Gate key by the dead body and push the box toward the small room on the right. Climb the box and go to the roof of the room to pick up the C02 room key and the hand gun magazine.
● Go into the C02 room and pick up the hand gun and the Visitor ID.
● Meet Nephilim in the tunnel then run out onto the bridge.
● Janean King will shoot the monster and save you.
● Go into building that says Shuttle Port.
● Enter the small room on the left and push the A button while facing the red computer on the left side of the room.
● Exit the small room and enter the big door that says A Stl. on it to go to the lift shaft.
● Go up the slope and climb the ladder on the right side, close to the shuttle to enter the control room.
● Enter the room, go inside the caged area and activate the computer. This should stop the shuttle from falling.
● Go out the door you didn't enter into to a wide room. Go inside Stl A and talk to the guy. Pick up the Napalm launcher.
● Then go back to the wide room, turn left and open the door opposite the one you first entered to enter the tunnel. Go down the path and turn left at the fork. Go toward the right side of the door to talk to your sweetheart and enter the main control room.
● After Janine tells you to talk to Neffilim, go towards her to see learn that Kimra, the biotech company on the island, is secretly very rich and growing fast.
● Now you need to go to Rat's Bar for ID card to access the rest of the island and learn more.





CONTROLS

Bash those zombies with these controls!

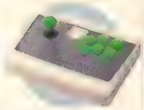


Dreamcast solutions

Blue Stinger

Publisher	Activision
Developer	Climax Graphics
Origin	Japan
Genre	Adventure

one player


arcade stick

vibration pack

visual memory

VM information

Save position →	Y
Logo during play →	Y
Mini game →	N

continued>

walkthrough

sonic adventure

tinued >

1

At the Market

● Go back to the bridge where Janine shot the monster. Turn left at the end of it to go to Lab Town Area.

● Go through the tunnel, turn right when you go out and follow the path at CS00. You should pass by a super market and enter another tunnel. Go through that tunnel and follow the path. Pass by the Freezer entrance on the left and go close to the dead end wall. Pick up the Hello market card by the dead body.

● Learn that you can get through to the other side by going through the freezer in the market.

● Run through the market and locate the Store manager in the staff room. Find that he needs medicine. The freezer key is locked in office safe.

● You need to get the key to the safe from an employee on the 2nd floor of the Market.

● To get to the 2nd floor, you must get 4 stickers. You will learn this by talking to the machine at the front of the market. First go to the farthest storage room 2 and push the boxes against the wall to reach the controls for the emergency shutters. Enter 0050 and 0030 at the panel. Be sure to look behind the boxes on the left wall to find a Kimra Bank Card.

● Go to the Toy store and the AV corner for stamps, the music store to get the key to the video store, then go to the video store and finally get the last stamp in the Drugs corner which is opposite from the elevator to the 2nd floor.

● Use the lift to get to the 2nd floor but watch out for the monster near the lift. Get medicine for the Store Manager from the vending machine on the right side wall of the 2nd floor. The employee with the key to the safe is also here.

In the Freezer

● Get Freezer Key from staff room safe. If you saved the manager by getting his medicine, you can go to the storage room to get more weapons and ammo. Go out of the market and to the freezer.

● Enter the freezer, follow the path until you get to a fork and turn left. There should be 2 doors, one on the left (Warming room) and one at the end of the hallway. Go out the one at the end of the hallway and turn right. Turn right again at the

2

3

4

[1] Don't try to attack Nefilm – she's on your side, or so you think... [2] Taking out the zombies from a distance is fine. But don't waste ammunition. [3] You won't be able to take this freezer shortcut until you've found the key. [4] Once you've managed to get yourself a decent short-range weapon you can really go to town when slicing up the zombies!

fork and there should be a key to the door to the Warming room. Go back to the Warming room because you will run out of energy if you stay in the extreme cold for too long.

● Get the Operations Room key inside the warming room. Once you're all warmed up, go out the door, turn left to go out the hallway again. Turn right, but at the fork turn left this time.

● Follow the path all the way until you have a choice to enter two doors, one at the end of the hallway, or one immediately to the right. Go inside the door at the end of the hallway to enter the operations room.

● Go to the red console and take the invert key. Also take the Machine room key on the ground.

● Go out, enter the door on your immediate left and follow the path until you have 3 openings on your right side. Go inside the first open area on your right to find a heater hidden in the right corner.

● Then go to the 2nd opening on your right to open the door to the main freezer and fight the freezer dragon boss.

● This boss will die by using a few shots of Napalm. Kill the dragon to get the key to open the control room, where you should set the Cryo pump rotation rate to 5000. Don't set it for any less than this or you'll melt the ice in the maze area and release another rather tricky boss!

● Go back all the way to the hallway of the warming room and this time, go directly the opposite door of the hallway.

● Follow the path to the maze (check the map to Freezer B in your inventory). When entering the maze, turn right. Follow the path until you have two places where you can turn left. Take the farthest one left. Next you will be turning right, so stick to the right side-wall. Take the immediate left and follow the path to the fork. Turn left. There will be two entrances to go left, take the farthest one and make an immediate turn right. Then turn left and follow the left wall. Climb the ladder to get to Freezer C.

● There is a key on top of the ice blocks. Get the key to the meat room.

Inside the meat room, blast away the red meat blocking your path to exit the freezer.

Go to Rats Bar

● Get out of the room and turn right, follow the path all the way to Rat's Bar. Enter the arcade, talk to the girl and play Jungle Hunter, shooting the 3 targets. Get the Gaily doll and talk to the girl again. Open the door (the code is 1224).

● Head down the path, go to the barber shop and through to the next area. You will not be able to enter the strip club until the latter half of the game. You will be able to pick up Ray sword there so you don't buy one unless you are filthy rich.

● Go down to the docks and follow the path through the tunnel. Rat's Bar is at the end.

● At Rat's bar, push the pool table to the switch on the far wall. Push the switch to open the staircase. Go down to meet Rats. Then push the shelf on the farthest wall, next to where Rats is standing. Collect the Driving License, access card and Tackle Shop Key.

● You will need to go to the Tackle shop on the way back to Janean, in order to get the fish poison by the fishing pier.

● You will have to swim to get back in front of the market. Drop into the water and make your way through the passages – watch out for the dangerous fish though!

continued

Return to Janean go to Run Road

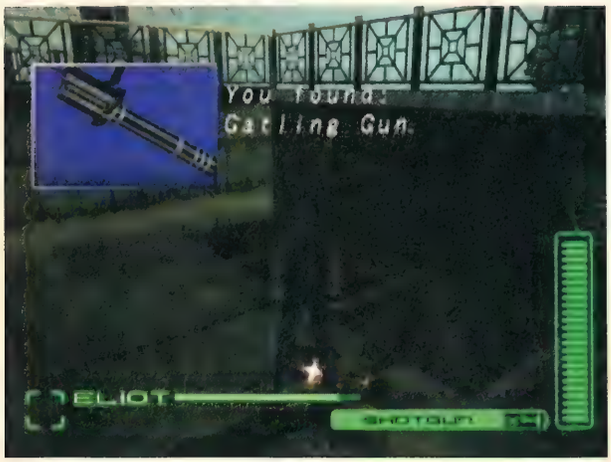
- Run back to Janean. Use password 0513 on the panel to learn that the island needs more electricity.
- Go out the door of the door marked "E" from the brain area and simply follow the path.
- There will be a doorway to go left immediately when you get to Run Road, which will take you to a side boss. Beat the Jeep-crab monster, push the rock blocking the staircase and follow the path around the parking lot to get the Gatlin Gun. Return to Run Road and turn left to follow the path to the Power plant. Get the Yucatan Bank Card from one of the small huts along the way. You will be able to use this bank card at the Bank in front of Rats Bar later to take out some money.
- At the end of the path, you will end up by a huge gas tank. Find the Fuel Tank Card to open the path to the top of the fuel tank. Blast away the caps at the top. Go back to the control panel and activate the fuel tank. Then run all the way to the top of the gas tank, and go to the dead end plank to get blown away to the other side of Run Road.
- Keep following the path to go inside the Plant.

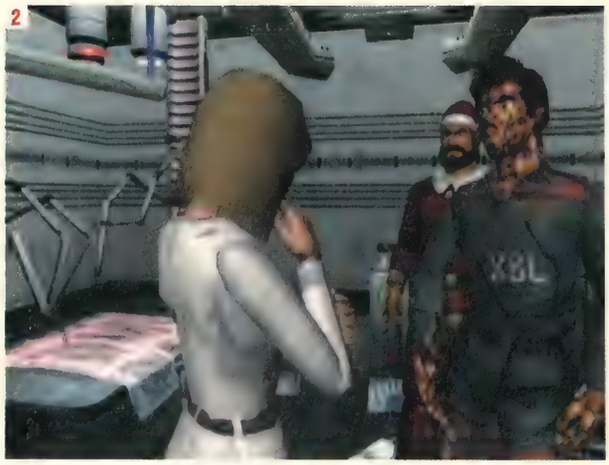
At the Electric Power Plant

- Go to the Electric Power Plant area. Find the emergency light switch on the far wall from the entrance. Go down the stairs that just opened. Enter all the rooms and get the crank and the electric cables.
- Go back up stairs.
- Crank open the door to the electric facility. Get the items in rooms B5, R7, Y4, G1, and the Cable warehouse in section G. Then fix the following cables: 2nd cable in room G-3, 3rd panel in room Y-1, 3rd panel in room B-4 and 1st panel in room R-6. This will open the elevator in the entrance. Be sure to get the Condensor room key in the Administration office in the far end of section Y.
- Return to the lobby, this time use the elevator to go to the second level.
- Follow the path all the way to the Condensor room. Be sure to get the Omega Club key so you can go and grab the Ray Sword. Kill all the electricity-sucking flies on the generator to return the power to normal.
- Return to Janean. On the way, beat the crab monster right outside the Plant by using the Bazooka on the ground.
- Learn that a blue entity is interfering with the island's systems in the Lab Area.

At the Lab Area

- Go to the Kimra Lab Area. (Before going, you can go to the bank in front of Rat's bar to get the cash from all of the ATM cards you may have found. Use the right PIN number to get extra money: Eliot's Card – 3532, Kimra card – 1008, Bermuda Card – 1394, Yucatan –1861. On your way back go to

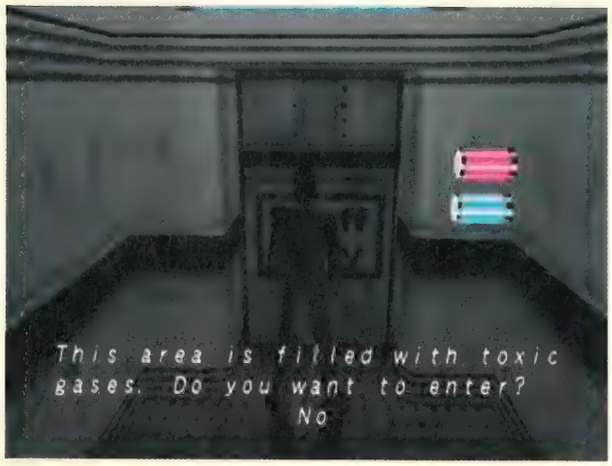




[1] As you might have guessed, the Xeno lab isn't the most hospitable place to visit. [2] Acne has always been a problem in teenagers. [3] Would you trust your son or daughter with this man? [4] The beam sword is the best close-up weapon. [5] I told you not to eat the fish! [6] Mind you... being an alien has its advantages!

the Omega Club to get the Ray Sword.)

- Find the clean suit, the Santa suit and take a bath before you try to go into the germ-free zone.
- Go to the main passage. Eliot gets slimed in the Protein room and starts turning into a zombie.
- Get the Oxygen tank in the Experiment Room, close to the Slime area.
- Enter the gaseous chamber and go down stairs. At the end of the hallway there is a key to the Ventilation Room on the ground.
- Go back upstairs, open the door to the right of the door you used to get inside the gas area to the Ventilation Room and flick the switch by the entrance to open the ventilation.
- Now go downstairs again, and follow the path all the way to the room with the elevator to the B3 area. On the way you will have to move a cylinder in the Pressure Room and activate the shower to get through the door.
- Go inside the elevator, then try to exit the room. You will become more like a zombie, which can now climb pipes. Climb the steaming pipe by the elevator to get right outside of the elevator room. There should be another pipe right next to the one you just came down from. Take it to go to the room where the blood is frozen. Climb the pipe back in front of the room with the elevator and this time go to the ventilation room. Exit the ventilation room and enter the door right in front of it to the right. There will be a machine to thaw the blood. Then return to the ventilation room, climb the pipe, turning immediately right this time to return to the elevator room. Ride the elevator again.
- Once down in B3, there will be a hallway with 2 doors on the left. Take the 2nd smaller door and find Dr. Jacobs already turning into a monster in his office. Kill him to get his key and open his safe. Exit the room and this time go out the first bigger door to the indoor garden.
- Go to the door on the other side of the garden and enter the hallway. Turn right and enter the door to the aquarium. There should be a switch by the entrance, turn it ON. Find the ladder in the same room and climb it. Jump into the aquarium and get the Mine key on the floor.
- Next, go back to Dr. Jacob's room and climb the pipes in that room. You should end up in a room with 2 exits. Go out the exit behind the pipes, which takes you to the Mine area. Follow the path all the way to the boss slime.
- After beating the slime, return to the hallway where the aquarium was and enter the Med Lab room, where you can get medicine to cure Eliot.
- Then return to the hallway where Dr. Jacob's room was located and enter



continue

walkthrough

sonic adventure

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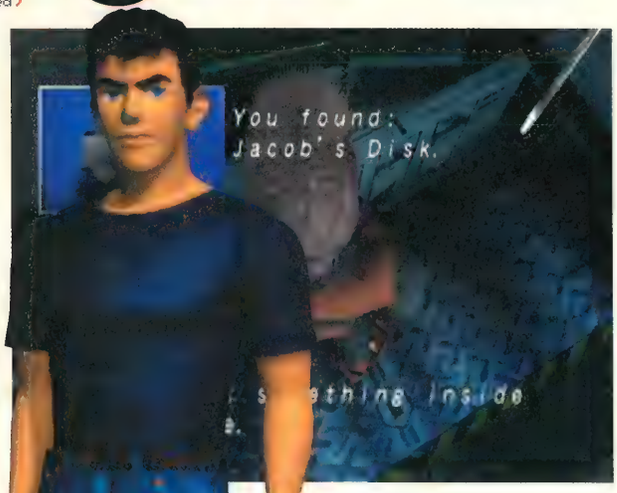


the door opposite the elevator. Talk to the dog to get a clone room key. Then go back up by using the elevator.

● Return to the entrance, but first go to the clone room and go see the clone monster. Then climb the stairs turn right, and go down the stairs on the right to where a smaller monster is lying on the ground. Take his items, the Gigadent disk and the ID. Then go back up the stairs, turn left and this time go down the stairs on your right.

Open the door and go to the open area.

● Go to the door on the other side of the open area, then follow the path all the way down.

● This is Gigadent. Go all the way down. At the end of the path, there will be a room with a console. Activate it. Then go take a look at the window in the same room. Then return to the lab, go out the entrance, and go back to Janine. Run Road will be locked, you will have to watch your step on the pipes on your way back.

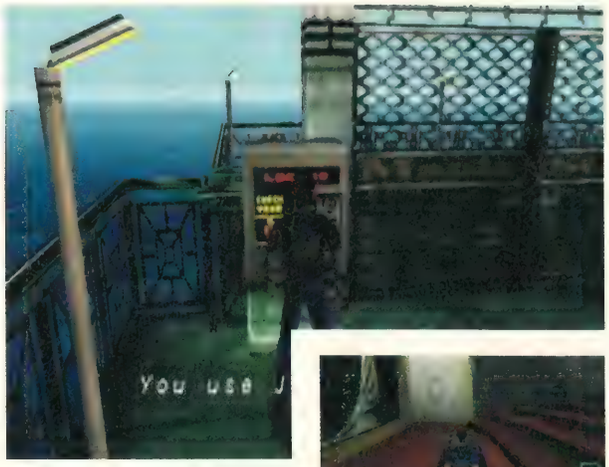
At the Apartment Area (Maple Street)

● Janine will ask you to go to her apartment to get her rifle.

● Go out the door marked "S" from the brain area, and go towards the Supermarket.

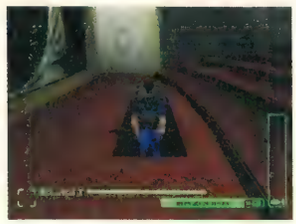
● Instead of turning right from the tunnel to the market area, turn left to the other tunnel.

● Follow the path to where the mutant bull is. Buy a ticket from the machine and then enter the movie theatre.



● Beat the dragon inside the movie theatre, turn on the switch to open the stairs down and go down. Follow the path, climb the ladder and follow the hallway all the way to the end, where Janean's room is. After you find you can't get in, go all the way back to door marked "Christmas".

● Grab Nick's ID card from on top of the lamp in the corner and go into the corridor. Get John's ID card from the Kitchen and go to the end of the passage to find John's room. Collect the Living Room key from on top of the cardboard cutout on the right. Return to the main corridor through the party room and find Nick's room. Collect the Water Gun. Go to the Living Room down the hall and fill the water gun



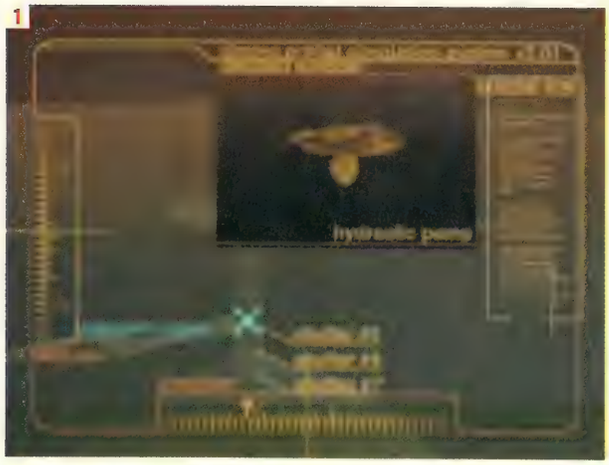
with the water in the bath-tub nearby. Then shoot the water gun to turn out the flames in the fire place. Climb the hidden ladder. From the roof, head left and go down Janine's chimney to get her rifle.

● Learn that Janean is actually Dog's daughter. Return to Janine.

Water Pipe, the Tower and Last Boss

● Go out the door marked "S" from the Brain Center and instead of turning right, go keep going straight to the door at the end of the hallway.

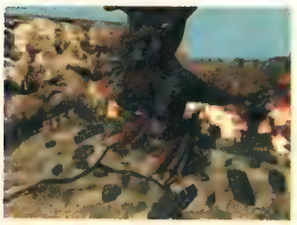
● Enter the door. Follow the

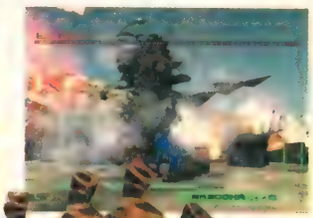


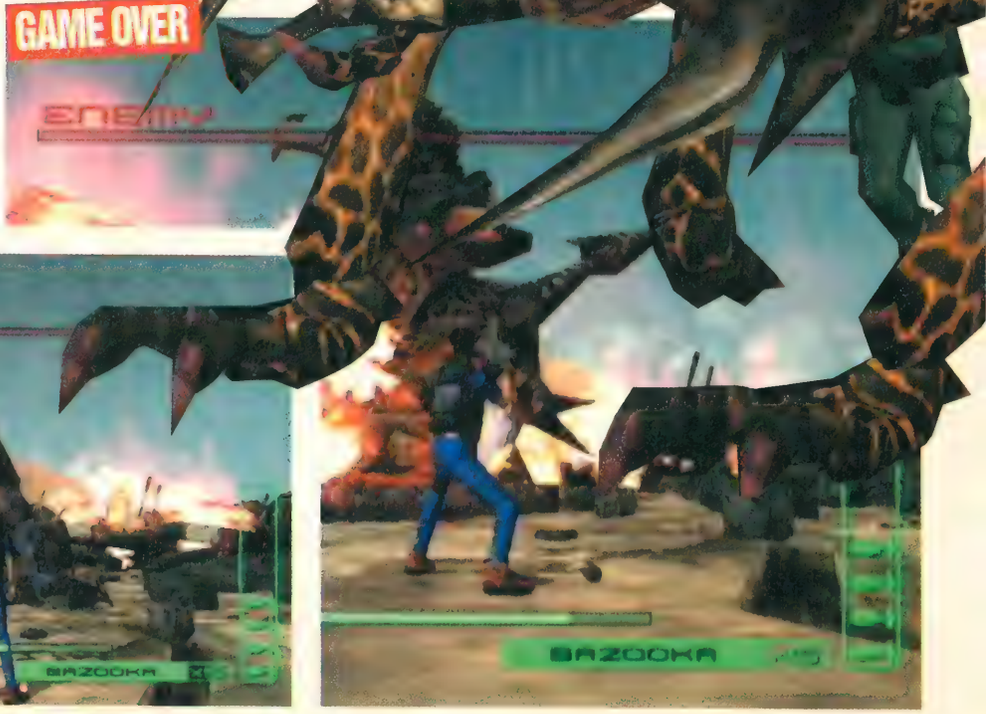
[1] The computer readout shows you exactly what you've got to do next – but it's not really a lot of help! [2] Considering this is supposed to be the end of the game, it comes as a surprise that you can finish off this boss with your eyes closed! [3] There's no point in running – bad games always catch up with you!

path. Janine and Dogs will get into a boat. Follow the boat down the water pipe.

- At the end of the water pipe, you will learn that Janine and Dogs are stuck and you need to save them by pushing the switch at the top of the tower.
- Follow the path to the tower. You will want to buy a lot of Bazooka ammo and hamburgers. Save here before climbing the Tower.
- Climb the tower, at the top of the tower flick the switch to operate the elevator. Save here also. Then go to where Janine is standing.
- Two invincible monsters will try to kill Janine as she sets up and aims her rifle. Use Dogs and his gatling gun to keep them away. Do not waste any Bazooka ammo on these monsters.
- After you keep the monsters busy for the 3 minutes, you will end up fighting the last boss. The trick is to sway the last bosses head to the left and right by running up close to the boss and running all the way to the left, and then all the way to the right. Keep doing this and shoot Eliot's or Dogs' bazooka when you have a chance. Watch out for his right foot. When the final boss is halfway dead, the monster will fall halfway into the ground. His head will spin around faster now, so you will have less chances to get in some shots. But keep swaying him left and right, this time getting far from his head.







Ready 2 R

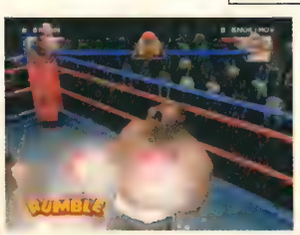
Having trouble honing your pugilistic skills? Can't seem to make it past the first bout or find that magic knockout punch? Well here at Dreamcast Solutions we're going to help turn you into the next Mohammed Ali by fair means or foul – and it's usually foul – with this exclusive character and tips guide to Midway's knockout boxing title Ready 2 Rumble Boxing. So if you're ready, let's rumble!

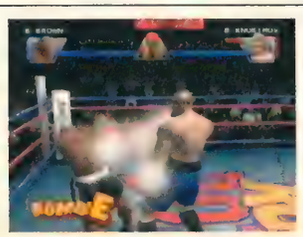
SPECIAL MOVES Rumble mode...

If you successfully land a powerful punch on an opponent a letter will appear and when you have all six it will spell out RUMBLE. To enact the RUMBLE mode you must press L+R simultaneously. When this happens it means that you will have a certain amount of time when your gloves will glow and you will have full stamina, thereby giving you the opportunity to inflict more damage on opponents in rapid succession than otherwise possible.

Some characters even have special moves that can only be pulled off when in RUMBLE mode and will inflict even more damage. Also if you press A+B together while in RUMBLE mode you will unleash your characters' special moves (rumble flurry) to make sure your opponent won't be getting up again in a hurry. A useful hint to remember regarding RUMBLE mode is that your RUMBLE will last longer the higher your stamina – so if your stamina is up to 50% you can perform as many as three rumble flurries instead of two if your stamina was 30%. Obviously the effectiveness of this depends on the standard of your boxer's rumble flurry, but it can prove to be lethal.

"Ready 2 Rumble is a swinger to keep you in the ring well into 2000!"





umble BOXING

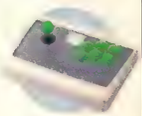
essential information

Dreamcast solutions

ready 2 rumble

Publisher	Midway
Developer	Midway
Origin	USA
Genre	Fighting

one player



arcade stick

vibration pack

visual memory

VM information

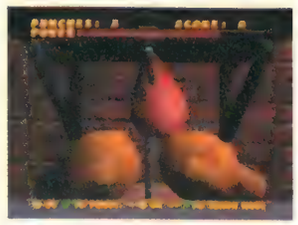
Save position →	Y
Logo during play →	Y
Mini-game →	N

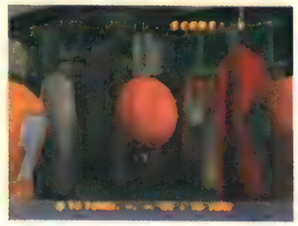
CONTROLS

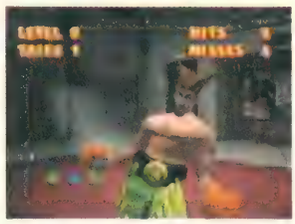
A, B, X + Y – The four buttons are all essentially the same as they all punch, but they do different punches for each boxer. In this respect no two boxers are the same as they all have different moves and different punches. A+X are Left punch buttons while B+Y are Right punch buttons and you can pull of a large number of combinations and punches when combined with the directional pad.

players' guide

ready 2 rumble







Cheats

Forget the fair way to win – here's the foul way to garner success – well we did say by fair means or foul!

Unlock Bronze Class Boxers

If you haven't got to time to hang around waiting to train your boxers up and want access to all the bronze class boxers enter 'Rumble Power' as a gym name in Championship mode. as well as Kemo Claw in the arcade mode.

Unlock Silver Class Boxers

Impatient to unlock the silver class boxers? To unlock them simply type in 'Rumble Bumble' as your gym name when in Championship mode All boxers will be unlocked as well as Bruce Blade in arcade mode.

Unlock Gold Class Boxers

To unlock the top quality boxers of the gold class enter 'Mosma!' as your gym name in Championship mode. All boxers will be unlocked and will also unlock Nat Daddy in the arcade mode.

Unlock Champ Class Boxers

To gain access to the champ class boxers enter 'Pod 5!' as your gym name when entering the Championship mode. This will unlock all boxers as well as unlocking Damien Black in the arcade mode.

Access Alternate Backgrounds

To gain access to different backgrounds set the system date to October 31 and skeletons will replace the living in the crowd. Alternatively set the date to December 25 and a Christmas tree will appear in the arena.

Fight In A Two-tier Arena

To fight in a two-tiered arena enter arcade mode and then select two player mode. When at the boxer selection screen hold L while choosing a boxer.

Fight In The Gym Ring

To fight in the gym ring hold L+R when selecting a boxer in two-player mode.

Change Boxer's Costumes

At the boxer selection screen press X+Y together to change the outfit of the boxers.

Restore Energy Levels

To recharge your energy when you have been knocked down or have knocked someone else down you can either press L+R or rotate the analogue pad full circle.

Tips to the Top

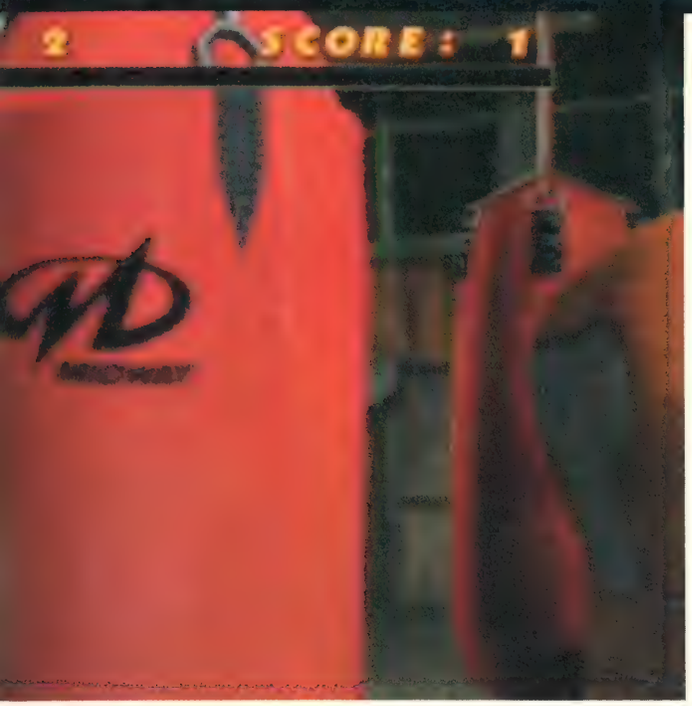
For your boxer to be able to reach the pinnacle of the Ready 2 Rumble ladder you need to be a canny and unforgiving manager and coach as well as a resourceful boxer. It's not all about fighting you see, as the secret to success lies in the training and professional approach that you take in the Championship mode.

Fights can be won and lost in the gym as well as in the ring, so to help you get your boxer to the top we've put together some top tips and hints on how to get the best out of your boxer and how to win that all important Championship medal.

1 Considering that you only start off with a measly $1,000 in the bank the first thing you should do is enter into some prize fights and bet as much as possible on each one. As long as you win the bouts, this is a quick and easy way to get the money rolling in, money which can be spent on training your boxer so that he will be in a suitable state to take part in Championship fights.

2 Although the cheaper forms of training like the sway and speed bags are a useful way to build up your boxers credentials it's best to save up enough dollars so that you can buy a Rumble Mass Nutrition Regime as they this will instantaneously boost your strength as well as your experience. This is especially useful early on as it will give your boxer an advantage when he does enter Championship bouts.

3 When training in the gym it is best to build up your strength over and above stamina and dexterity due to the fact that if your strength levels are high you will do more damage as well as being able to



withstand more hits yourself. If you do build up your strength to a sufficient level it will make beating opponents easier. Indeed if you manage to build it up to 100% you will become virtually invincible as each punch will inflict maximum damage and hits on you will have virtually no effect.

4 But that's not to say that stamina and dexterity aren't important as they undoubtedly are, but it's just a case of getting your priorities right to begin with and starting off on the right foot. If you do manage to build your stamina up to 100% it will make your task much easier as it means that your stamina will hardly drop when throwing punches, and so in effect being RUMBLE mode. However, to build your stamina to such a level means a substantial amount of money and a lot of time spent in the gym on the various punching bags.

5 Money makes the world go around and there's no difference in Ready 2 Rumble. The more prize fights you enter the more money you can potentially get which means more top training for you boxer as well as more money for adding new boxers to your stable. So make sure you use up all your fights in a class but making sure that you leave enough fights to win the Championship with – after all you might need two or three attempts to beat the champion of the class.

6 With a boxer on full strength and stamina he (or she) will be virtually impossible to stop as you march towards the crown of indisputable champion of the Ready 2 Rumble Boxing ring. So, go get training.

THE ESSENTIALS In Training

When in the Championship mode there are a number training options that you can undertake to build your boxer into a one man fighting machine in your bid to climb to the top of the *Ready 2 Rumble* rankings. Each piece of training apparatus will build up one of your boxer's attributes – which include strength, experience, stamina and dexterity – and it is in your best interest, if you are to progress in the tournament, to build these up to as high a level as possible. Each training mode takes the form of a mini-game whereby you must press buttons at the right time, if the session is to be beneficial to your boxer. However each training session costs money, ranging from a paltry $500 to a massive $25,000, with the benefits obviously more noticeable with the more money you spend. Here's a list of them to help you on your way.

Rumble Aerobics

Cost $500
Benefits Dexterity, Stamina
Object There is a row of four letters and directions over which a small ball bounces and as the ball lands on that letter/direction you must press the corresponding button to succeed in the discipline.
Usefulness 3

At $500 a throw you can't expect to reap much of a reward from this exercise and it isn't even particularly easy to get to grips with as timing (as with all these exercises) is all important – so no time for looking down at the buttons. If only real aerobics were so easy.

Sway Bag

Cost $1,000
Benefits Stamina, Dexterity
Object The object of this training is to hit the sway bag with a left jab and then follow the pattern that is set whilst avoiding being hit in the face by the bag.
Usefulness 4

Although more effective than the aerobics training it still doesn't do a huge amount for your boxer's attributes, unless you do it repeatedly.

Speed Bag

Cost $1,500
Benefits Stamina, Dexterity
Object Similar to the sway bag training you must hit the bag using different punches and make it hit the ceiling and the more times it does the greater the benefits to your boxer.
Usefulness 5

Substantially more effective than the sway bag, though still not great, the speed bag is good for building up your stamina but you still need to have a few goes to reap any real benefits.

Heavy Bag

Cost $2,000
Benefits Strength, Stamina, Dexterity
Object As your trainer calls out a punch you must do as he says and so long as you complete that move in as quick a time as possible the exercise will continue. It takes a while to get used to but you do get three attempts to get it right each time.
Usefulness 7

As it's the only form of training to beef up three of your attributes it's pretty good especially for your strength, but it is hard to get the hang of.

Weight Training

Cost $5,000
Benefits Strength , Stamina
Object You hold down A to lift the weight and then release it to bring it back down again. There are two bars on a chart – one near the top and one near the bottom – and you must try and not go over or under these marks as the nearer you stay to them the more beneficial the training will be.
Usefulness 8

Probably the best form of proper training as it builds your two most important attributes up – your strength and your stamina and for that it's worth the extra dollars in training.

Vitamin Training

Cost $10,000
Benefits Stamina, Dexterity
Object One for all the lazy boxers out there as all you have to do is pop some pills and the benefits will be instantaneous.
Usefulness 7

If you're failing to build up your stamina and dexterity in the gym the hard way then this is the easy option out. It costs a lot and the benefits only amount to the same as a few workouts on the speed bag, but if you're impatient then this is the way to go.

Rumble Mass Nutrition Regime

Cost $25,000
Benefits Strength, Experience
Object As with the Vitamin Training programme there's no need to exercise those fingers with a mini-game to reap the benefits, only this time the benefits are far more substantial.
Usefulness 9

As an easy way out of training you can't go wrong as it does wonders for your strength and experience. Probably not something you should take too many of due to its sky high price and probable side effects, but is an ideal way to get your boxer off to a flying start in the competition.

continued

Boris Knockimov

essential information

Dreamcast Solutions

Boris Knockimov

Name	Boris 'The Bear' Knockimov
Age	30
Home town	Zagreb, Croatia
Weight	220 lbs
Height	6' 3"
Reach	73"

Background: Boris is one of the more serious characters on the Ready 2 Rumble circuit, carrying a virtually cult status back in his home country, where he has many expectations to live up to. With this weight on his shoulders it's small wonder that Boris is one of the most rounded fighters in the game, through strict and disciplined training, with good speed and a hefty right hook to boot. No wonder his nickname's 'The Bear', as he will literally eat you alive.

Rating | 7/10

Basic Moves

Zagrev Crusher Right	B
Sweep Right	u or d, B
Stomach Splatter	r, B
Zagrev Crusher Left	A
Sweep Left	u or d, A
Evasive Jab	r, A
Jab	X
Mighty Hook Left	u or d, X
Iron Uppercut	l, X
Sliding Jab	r, X
From Croatia With Love	Y
Mighty Hook Right	u or d, Y
Superior	l, Y
Moving Bruiser	r, Y

Special Moves

Justice Axle	l, r, X
Delta Axle	r, A, Y, X
Reigning Axle	r, l, Y
Axle Combo	r, l, Y, X, X
Dividing Shaker	u, X, Y

Taunts

Taunt 1	'Game over'
Taunt 2	'I feel no pain

Butcher B

Afro Thunder

Basic Moves

Gut Thumper	B
Belly Button Tap	r, B
Fro Windup	u or d, B
Low Blow	A
Fierce Hook	u or d, A
Hair to Gut	r, A
Sissy Punch	X
Groovy Hook	u or d, X
Left Uppercut	l, X
In Yo' Face	r, X
Fro Jab	r, Y

Special Moves

Up Tempo	press X continuously and quickly
The Supa Stupid--Funky Punch	l, r, Y
Sucka Punch	u, d, Y, Y, Y, Y

Taunts

Taunt 1	'Call da doctor, call da doctor'
Taunt 2	'I can't go on'

essential information

Dreamcast solutions

Afro Thunder

Name	Afro Thunder
Age	21
Home town	New York City
Weight	120 lbs
Height	5' 7"
Reach	70"

Background: Heeding from the streets of New York this one time cabby is used to violence in one form or another. More a showman than anything else, Afro (and that really is one big afro) injects a huge amount of fun and flare into the ring and is guaranteed to liven up any fight with his quick jibes and his dance floor-esque moves. Entertainment is his game and that's what he gives. Although quick on his feet he lacks any real killer punch leaving him vulnerable to the big men of the ring.

Rating 6/10

Butcher Brown

Basic Moves

Machine Jab	B
Doctor Gut Killa	r, B
Wild Hook Right	u or d, B
Evasive Jab	r, A
Wild Hook Left	u or d, A
Lil' Butcher	X
Ear Mutilator	u or d, X
Jump & Jab	r, X
Tooth Taker	Y
Small Hook	u or d, Y
Wind-Up Slam	r, Y
Brute Disaster	r, Y

Special Moves

Disaster Blaster	l, Y, X
Scrape the Gutter	Y, X, X
Bad Manners (headbutt)	l, X
Total Disrespect	l, X, A, B
Wild Ride	r, l, Y
No Turning Back (RUMBLE Flurry)	r, l, Y, X, Y

Taunts

Taunt 1	'You better put your money on me'
Taunt 2	'I'm angry now'

essential information

Dreamcast solutions

Butcher Brown

Name	Butcher Brown
Age	23
Home town	Columbia
Weight	232 lbs
Height	5' 9"
Reach	82"

Background: If they're going to call Tyson an animal then Butcher Brown is one stage up from that. Don't be mistaken – he's hard. Having lost his championship title to Boris Knockimov, Butcher took some time out from the sport and only returned to the ring after his lust for the ring was re-awakened by his friend and fellow boxer Kemo Claw. We renewed confidence Butcher is out for revenge and even though a bit slow his power means it ain't gonna be pretty.

Rating 8/10

continued >

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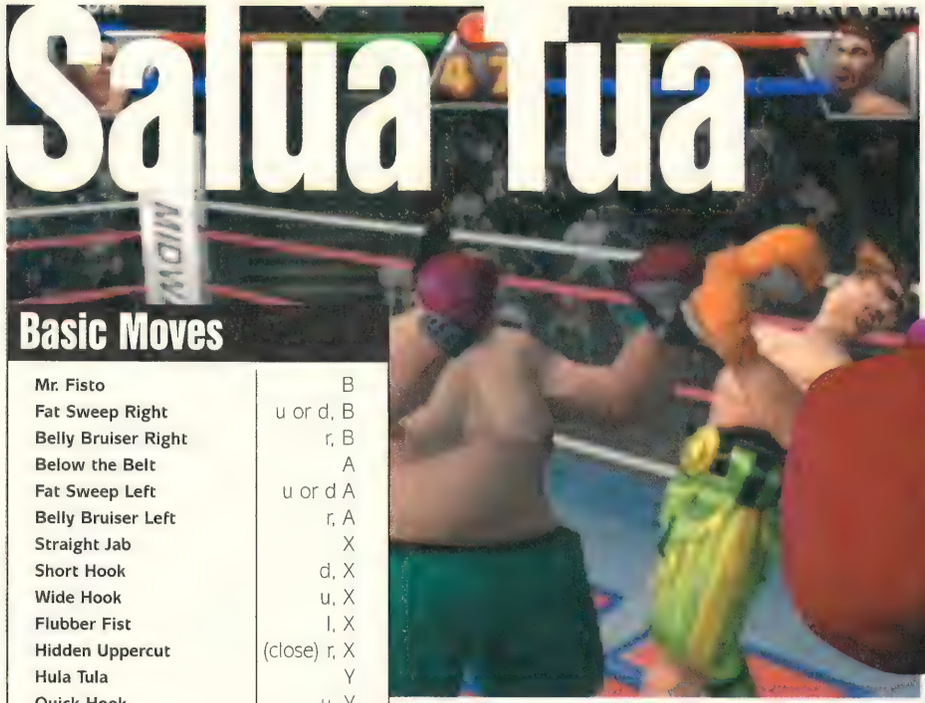
essential information 2
Dreamcast solutions
Salua Tua

Name	Salua Tua
Age	33
Home town	Waipahu, Oahu
Weight	358 lbs
Height	6' 0"
Reach	77"

Background There's one in every game and in Ready 2 Rumble it's the Hawaiian born Salua Tua. Yes, we're talking sumo wrestlers. But now he's quit the sumo ring after having reached the top and headed for the more commercial and financial waters of boxing. A sizeable monster of a man Salua is fairly slow around the ring but has a devilish array of punches as well as keeping a few sumo moves in his arsenal of attacks. Beware the belly.

Rating 7/10

Salua Tua



Basic Moves

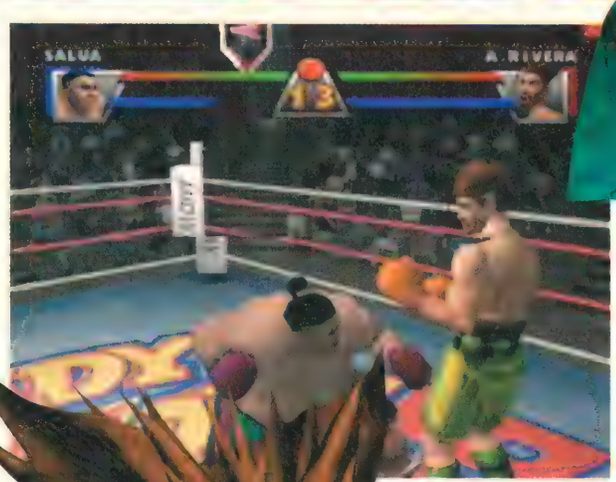
Mr. Fisto	B
Fat Sweep Right	u or d, B
Belly Bruiser Right	r, B
Below the Belt	A
Fat Sweep Left	u or d A
Belly Bruiser Left	r, A
Straight Jab	X
Short Hook	d, X
Wide Hook	u, X
Flubber Fist	l, X
Hidden Uppercut	(close) r, X
Hula Tula	Y
Quick Hook	u, Y
The Wai Ki	d, Y
Skull Smasher	l, Y
Running Uppercut	r, Y

Special Moves

Porkchop	l, r, Y
Ton of Fun	l, X
All You Can Eat	r, l, X
Gut Buster	r, l, r, B
Monster	d, A, r, l, X

Taunts

Taunt 1	Hit me here
Taunt 2	Rumble bumble



essential information 2
Dreamcast solutions
Angel Rivera

Name	Angel 'Raging' Rivera
Age	23
Home town	Monterrey, Mexico
Weight	155 lbs
Height	5' 9"
Reach	71"

Background: After having won the championship belt by use of conventional boxing techniques he quickly had it usurped by the unorthodox Rocket Samchay. Revenge now drives Angel, revenge to claim back his title from his nemesis, and in a bid to realise that he has strayed from his traditional fighting technique to pursue a less pure and more wild one. Consequently Angel has a large array of moves and punches in his bag of tricks as well as being fairly swift on his feet.

Rating 7/10

Basic Moves

Flab Checker (Right)	B
Mean McSpleen (Right)	u or d, B
Over the Belt Boarder	r, B
Flab Checker (Left)	A
Mean McSpleen (Left)	u or d A
Gut Shot	r, A
Smell da Glove	X
Neck Snapper	u, X
Downcast	d, X
Around the World (Left)	r, X
Step & Jab	Y
Repeat Offender (up close)	Y
Ear to Chin	u, Y
Around the World (Right)	r, Y
Extendor	d, Y
Monterrey Power	l, Y

Special Moves

Ghetto Blaster	l, r, X
Lowrider	r, l, B
Crusin	r, l, B, r, B, A, B
Salsa	r, A, l, r, X
Lambada	r, l, B, r, B, A, B, l, r, X

Taunts

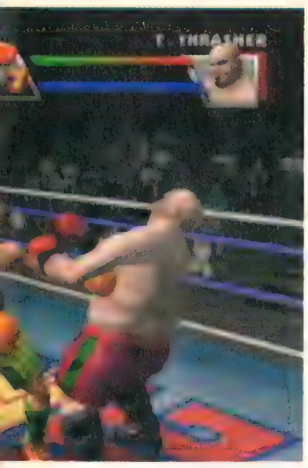
Taunt 1	Check me out
Taunt 2	I see they sent a boy to do a man's job, hey

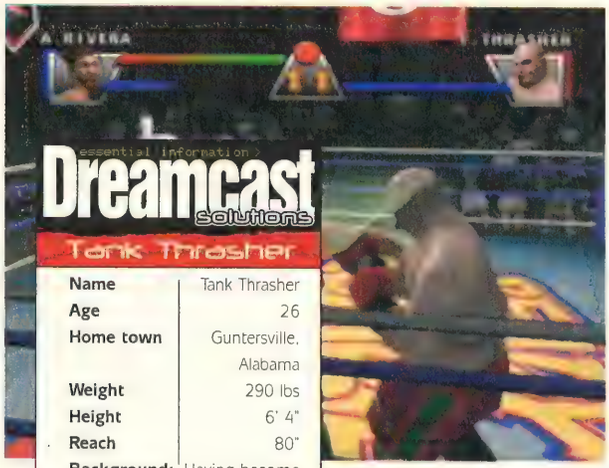
Angel Riv

Tank Thrasher

Basic Moves

Hidden Delight Right	u or d, B
Duck & Punch Right	r, B
Tummy Tucker	B
Sloth Gut Shot	A
Hidden Delight Left	u or d, A
Duck & Punch Left	r, A
Sloth Punch	X
Nose Bleeder	r, X
Earth Shaker	u or d, X
Over-Extended	Jab Y
Le Tardo	u, Y
Heel to Fist	d, Y
Over the Top	l, Y
Tiring Punch	r, Y





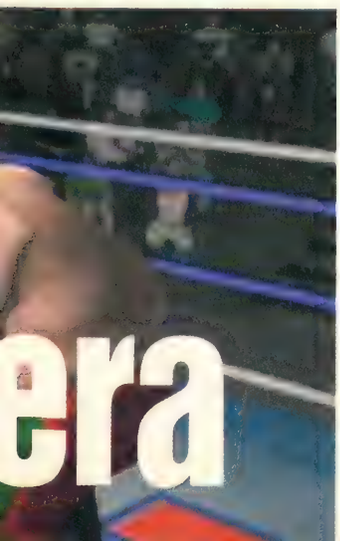
essential information >
Dreamcast solutions

Tank Thrasher

Name	Tank Thrasher
Age	26
Home town	Guntersville, Alabama
Weight	290 lbs
Height	6' 4"
Reach	80"

Background: Having become bored of the lack of high class opposition in the sport of crocodile rodeo, Tank has now turned his attentions to the boxing ring. With no set agenda apart from that of beating his opponents to the floor by whatever means possible, Tank is an unconventional boxer but no less effective for it. He is, however, rather slow around the ring but the power of his punch at least makes up for that in part.

Rating 6/10

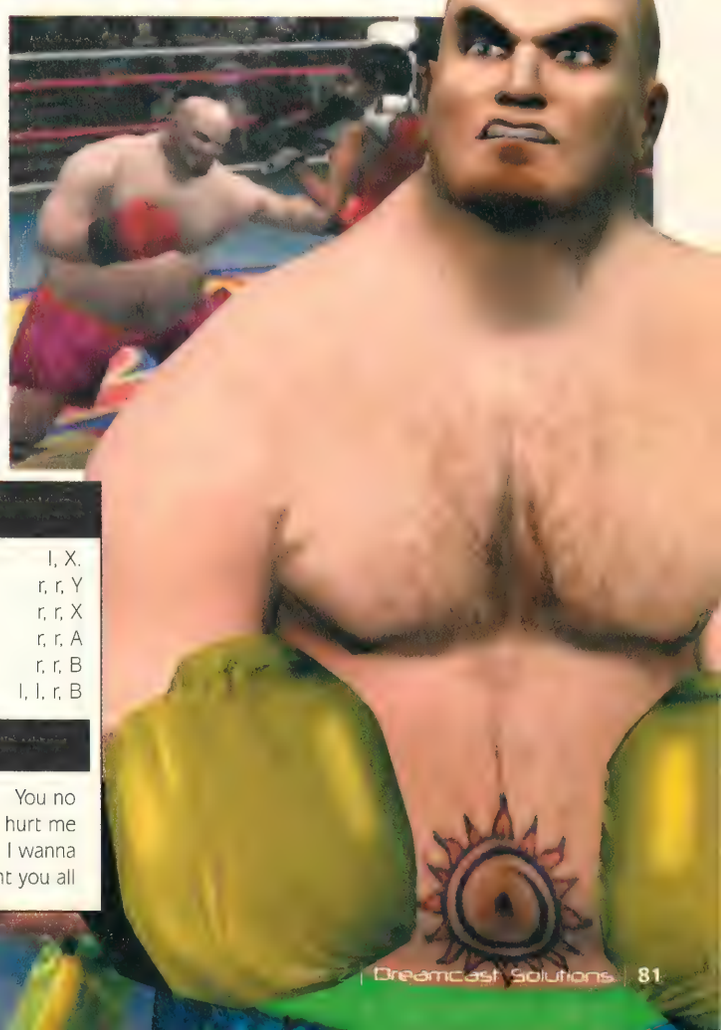


Special Moves

Blitz	l, X.
Crash Test Right	r, r, Y
Crash Test Left	r, r, X
Shameless Left	r, r, A
Shameless Right	r, r, B
Tenderizer	l, l, r, B

Taunts

Taunt 1	You no hurt me
Taunt 2	I wanna fight you all



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Selena Strike

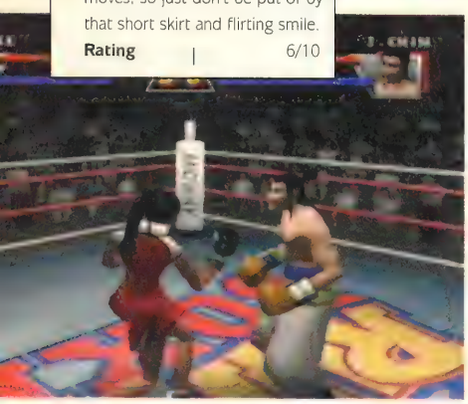
essential information
Dreamcast solutions

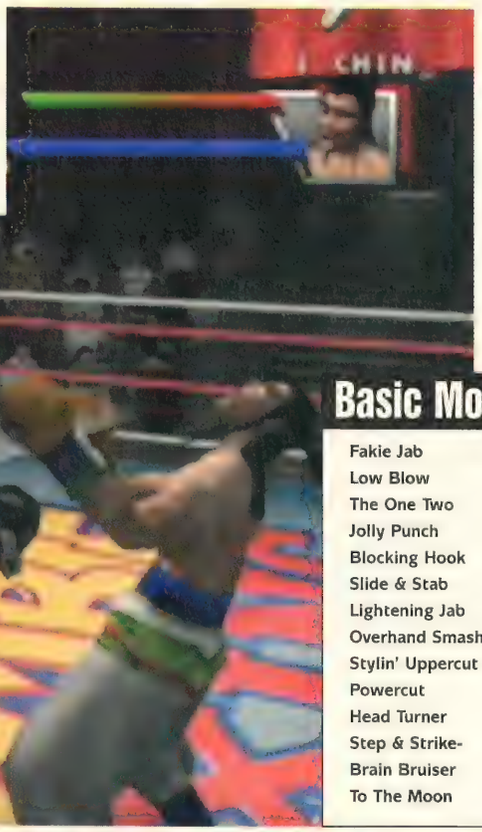
Selene Strike

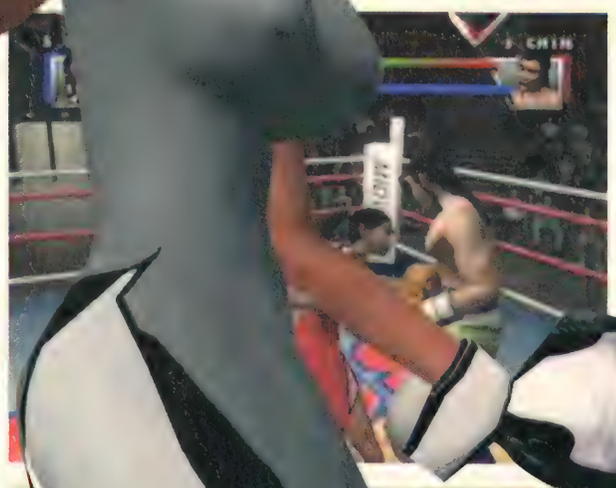
Name	Selene Strike
Age	24
Home town	Brasilia, Brazil
Weight	130 lbs
Height	6' 2"
Reach	80"

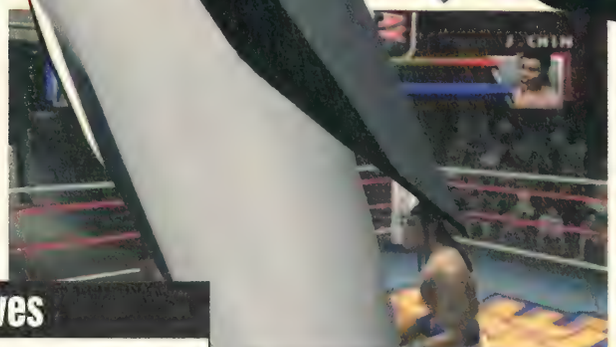
Background: You might think that the boxing ring is no place for a lady, but Selene Strike might have something to say about that. Flight-a-foot and with a powerful punch to match, Selene is one of the most complete boxers in the tournament and can come up with some pretty impressive moves, so just don't be put of by that short skirt and flirting smile.

Rating 6/10









Basic Moves

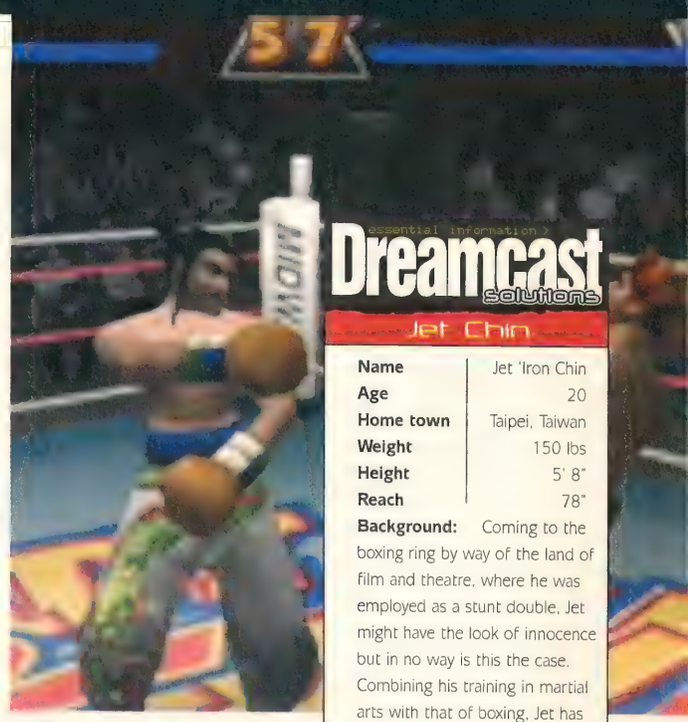
Fakie Jab	B
Low Blow	u or d, B
The One Two	r, B
Jolly Punch	A
Blocking Hook	u or d, A
Slide & Stab	r, A
Lightening Jab	X
Overhand Smash	u or d, X
Stylin' Uppercut	l, X
Powercut	Y
Head Turner	d, Y
Step & Strike-	u, Y
Brain Bruiser	l, Y
To The Moon	r, Y

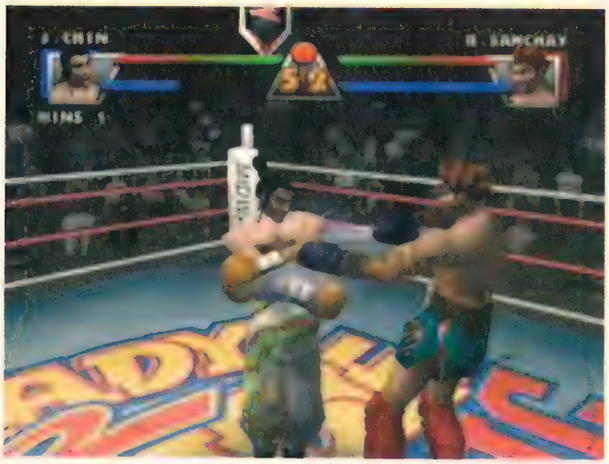
Special Moves

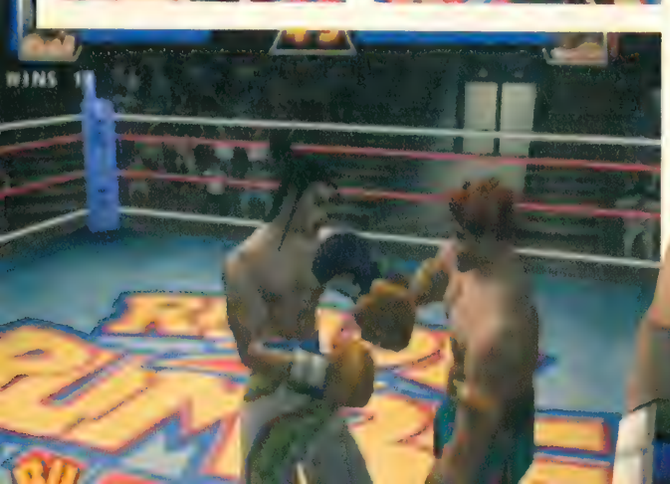
Below the Belt	r, B
Cold Shoulder	l, l, r, A
No Love	l, r, B
Rejection	r, l, Y
Superwoman	l, r, X

Taunts

Taunt 1	Back flip
Taunt 2	'Let's get busy'







Jet Chin

essential information >

Dreamcast Solutions

Jet Chin

Name	Jet 'Iron Chin
Age	20
Home town	Taipei, Taiwan
Weight	150 lbs
Height	5' 8"
Reach	78"

Background: Coming to the boxing ring by way of the land of film and theatre, where he was employed as a stunt double, Jet might have the look of innocence but in no way is this the case. Combining his training in martial arts with that of boxing, Jet has an unconventional style in the ring, but he is no less effective for it. Not only is he swift and nimble around the ring he's also got a vast array of punches to knock all comers down with.

Rating | 7/10

Basic Moves

Taiwan Thunder	B
Rocket Right	u or d, B
Iron Strike	r, B
Forearm Check	A
Small Hook	u or d, A
Step in Jab	r, A
Backhand	X
Arch Protest	l, X
Holy Hand Slap	d, X
Karate Fury	r, X
Slap	Y
Iron Angst	u or d, Y
Firecracker	l, Y
Sacred Slam	r, Y
Uppercut (Close)	r, Y

Special Moves

Giving Order	r, l, Y
Arch Nemesis	l, X, A, B, Y
Great Fang	l, r, X
Fists of Fuzzy	r, l, r, X, Y, X

Taunts

Taunt 1	'Come get some'
Taunt 2	'Check it'

continued >

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essential information

Dreamcast solutions

Rocket Samchay

Name	Rocket Samchay
Age	23
Home town	Bangkok, Thailand
Weight	165 lbs
Height	6' 2"
Reach	78"

Background: Coming from Thailand Rocket has a traditional training in kick boxing and has travelled west to prove that he can do it with his fists as well. His victory over Angel Rivera, filled with eastern style, proved that this indeed was the case and so now he believes that he is a complete boxer and that no one can keep him from further glory. With the perfect blend of speed and power Rocket is indeed one of the best boxers in the Ready 2 Rumble ring.

Rating 8/10

Basic Moves

Tight Tuck	B
Right Hook	u or d, B
The Dominator	r, B
Stab	A
Left Hook	u or d, A
Trouble in Belladise	r, A
Quick Jab	X
Overhead Bash	u or d, X
Crazy Uppercut	l, X
Step & Jab	r, X
Pumpin' Punch	Y
Thai Hook	u or d, Y
Forehead Crunch	l, Y

Rocket Samchay

Special Moves

Rocket Launcher	r, l, X
Left Elbow Smash	l, r, X
Right Elbow Smash	l, r, Y
Double Trouble	l, r, X, l, Y
No Trouble	l, r, X, l, Y
Bangkok Express	r, l, r, B, Y

Taunts

Taunt 1	'Keep still'
Taunt 2	'I'm the champ'

Faz Motar

Basic Moves

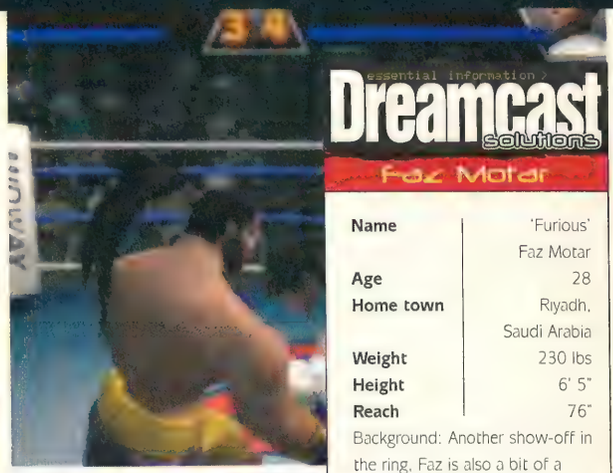
The Right Stuff	B
Naval Navigator	u or d or r, B
Jewel Jab	A
The Scud	u or d A
Duck & Fly	r, A
Jabber Jab	X
Harem Scarem	u or d, X
Uppercut	l, X
Step & Jab	r, X
Sir Jabalot	Y
Right of Agony	u or d, Y
Head Crusher	l, Y
Step & Smack	r, Y

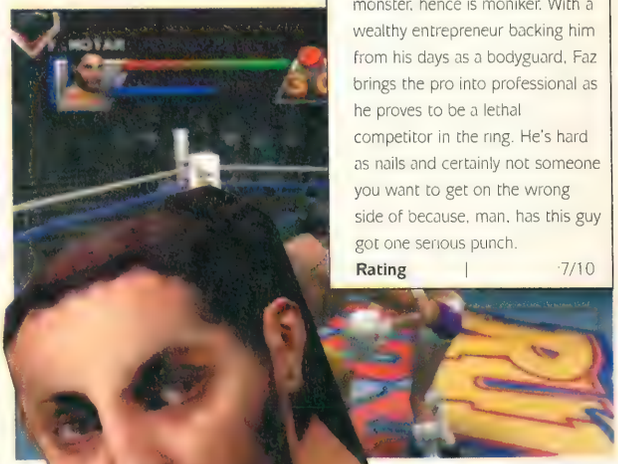
Special Moves

Whirlwind	r, r, l, X
Cruise Missile	r, r, Y
Oasis	r, r, l, X, r, Y
Urban Attack	d, u, X.

Taunts

Taunt 1	'Huh!'
Taunt 2	'I won't hurt you'





essential information

Dreamcast solutions

Faz Motar

Name	'Furious' Faz Motar
Age	28
Home town	Riyadh, Saudi Arabia
Weight	230 lbs
Height	6' 5"
Reach	76"

Background: Another show-off in the ring, Faz is also a bit of a monster, hence is moniker. With a wealthy entrepreneur backing him from his days as a bodyguard, Faz brings the pro into professional as he proves to be a lethal competitor in the ring. He's hard as nails and certainly not someone you want to get on the wrong side of because, man, has this guy got one serious punch.

Rating | 7/10

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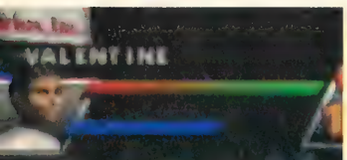
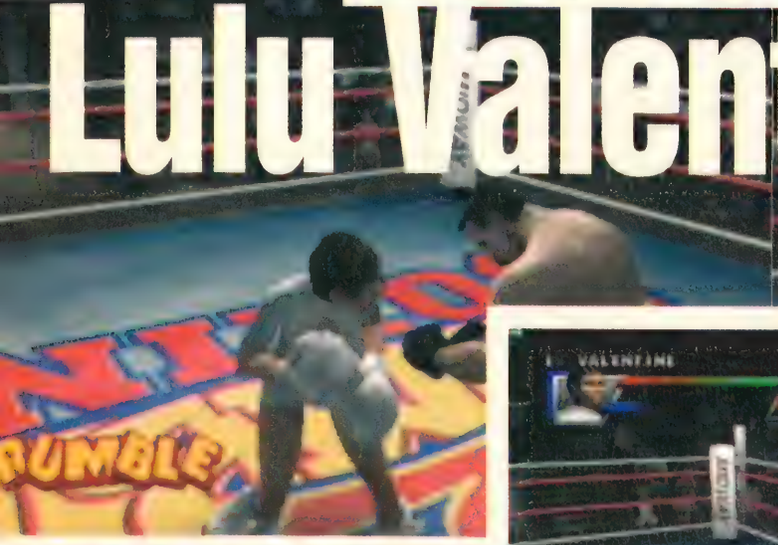
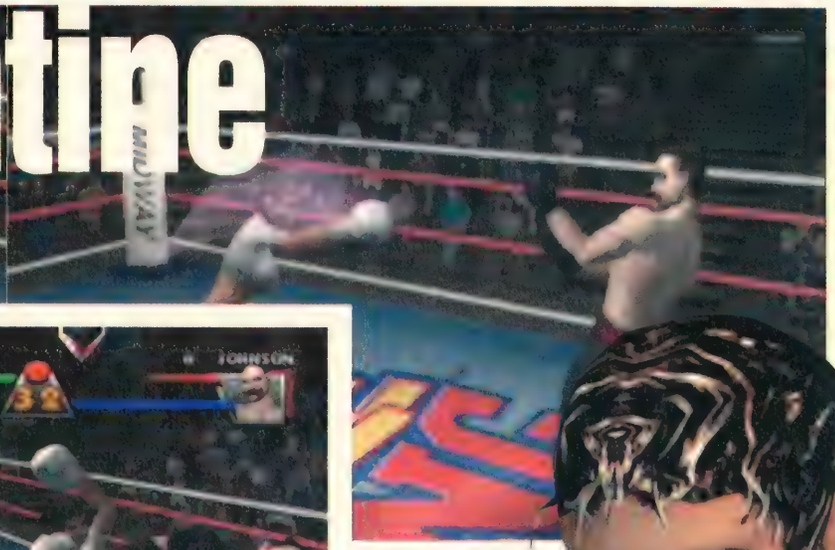
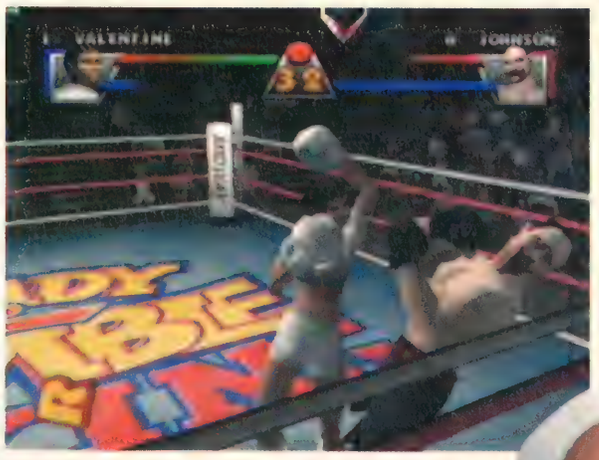


Lulu Valentine







essential information
Dreamcast solutions
Lulu Valentine

Name	Lulu Valentine
Age	21
Home town	Seattle, Washington
Weight	105 lbs
Height	5' 2"
Reach	64"

Background: Having graduated in business and fashion design Lulu now concentrates on bringing her own style to the ring and to show the men what boxing is really all about. And she ain't just a pretty face either as she packs a mighty punch for someone so slight and petite while seemingly swaning around the ring like a butterfly, making her the quickest character in the game, albeit one of the least powerful.

Rating | 8/10

Basic Moves

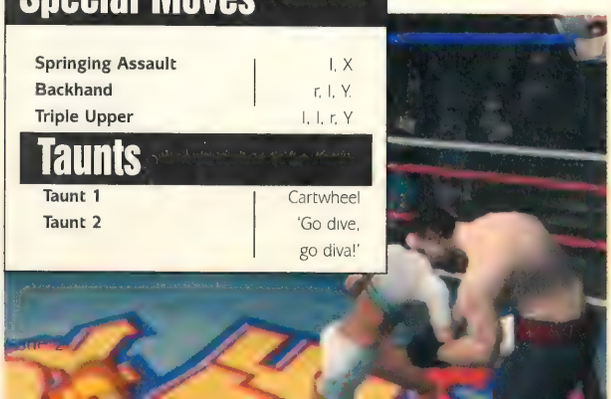
Spin Navel Knocker	B
Rock Rocker	u or d, B
The Juggulator Right	r, B
Navel Knocker	A
Rock Rocker Left	u or d, A
The Juggulator Left	r, A
Sweet & Petite	X
Running Clobber Left	u or d, X
Double Time	l, X
Spinning Soundgarden	l, X
Speedy Uppercut	r, X
Uppercut (close)	r, X
Nirvana Shotgun	Y
Running Clobber Right	u or d, Y
Monster Smash	l, Y
Power Uppercut	r, Y
Side Uppercut (close)	r, Y

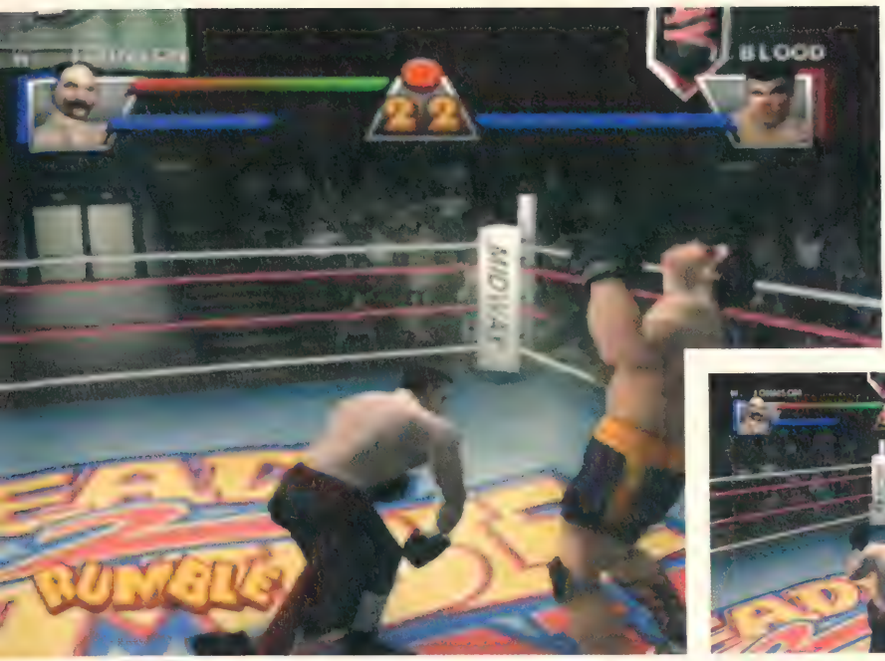
Special Moves

Springing Assault	l, X
Backhand	r, l, Y
Triple Upper	l, l, r, Y

Taunts

Taunt 1	Cartwheel
Taunt 2	'Go dive, go diva!'





Willy Johnson

Basic Moves

McGrumpy Stab	B
The Tasty Pudding	u or d, B
Overhead Stab	r, B
Jab the Ribber	A
The Hasty Pudding	u or d, A
Kidney Killer	r, A
Knuckle Sandwich	X
Haymaker	u or d, X
Rising Dragon	r, X
Maker's Mark	Y
Jolly Ol' Punch	u or d, Y
Thunder Thwak	l, Y
The Fancy Man's Punch	r, Y

Special Moves

Old School	d, u, X, A
Clockwork	r, r, l, X
Tea and Crumpets	r, r, Y
Timeout	u, d, X, X
Stealing Props	u, d, X or d, u, X

Taunts

Taunt 1	'Let me show yer something'
Taunt 2	'You've nothing left'

essential information

Dreamcast solutions

Willy Johnson

Name	'Big' Willy Johnson
Age	108
Home town	Chester, England
Weight	172 lbs
Height	5' 9"
Reach	72"

Background: Having come to the Ready 2 Rumble competition via a strange rift in time, Willy heralds from a time when boxing was just coming to the fore. So he's come along to show us how it was done back in the 1800's when there were no rules, and certainly no protection and to teach the kids a trick or two. Prepare yourself to be 'popped on the nose' by this gentleman of a bygone age as he slides around the ring and lands a punch or two – what-ho!

Rating 5/10

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players' guide

ready 2 rumble

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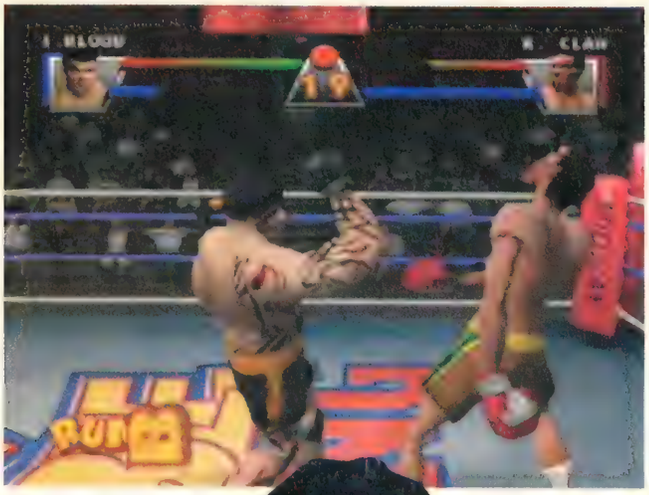
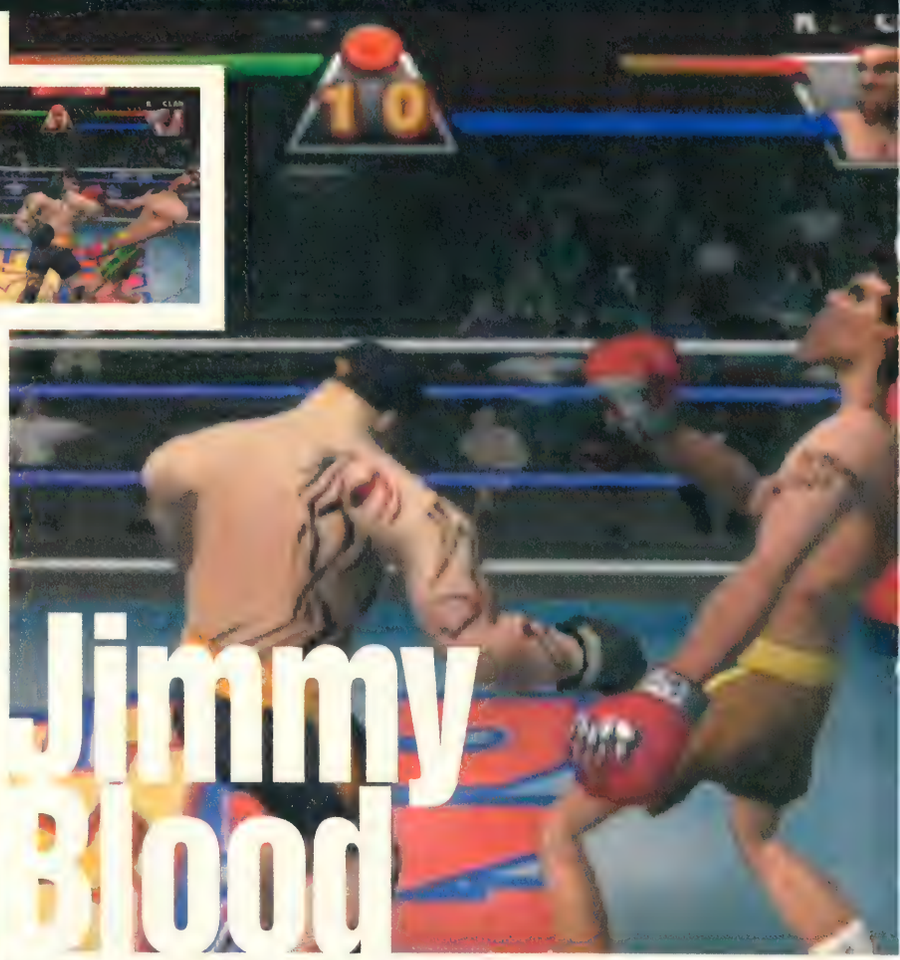




Jimmy Blood

essential information

Dreamcast solutions

Jimmy Blood

Name	Jimmy Blood
Age	23
Home town	Oamaru, New Zealand
Weight	226 lbs
Height	6' 2"
Reach	87"

Background: Described as an uncontrollable animal at times, Jimmy is a furious and often deadly opponent. His regard for the rules of boxing are minimal and his lack of regard for discipline means that he isn't the most pleasant of fighters to face. With a massive reach to help him, Jimmy's hook is one of the most powerful in the game but it's his overall balance which makes him such an effective boxer.

Rating 8/10

Basic Moves

Blistering Bliss	B
Full On Right	u or d, B
Nut Soccer	A
Full On Left	u or d, A
Streaking Jab	r, A
Devil Punch	r, A
Dashing Punch	X
Leaping Lefty	u, X
Eyebrow Shuffle	d, X
Super Uppercut Left	r, X
The Bruiser	X

Special Moves

Blood Rush	l, l, r, Y
Blood Shot	r, l, B
Splatter Punch	r, r, X

Taunts

Taunt 1	'Pain'
Taunt 2	'Aaaahhhhh (Tarzan-esque)'

essential information

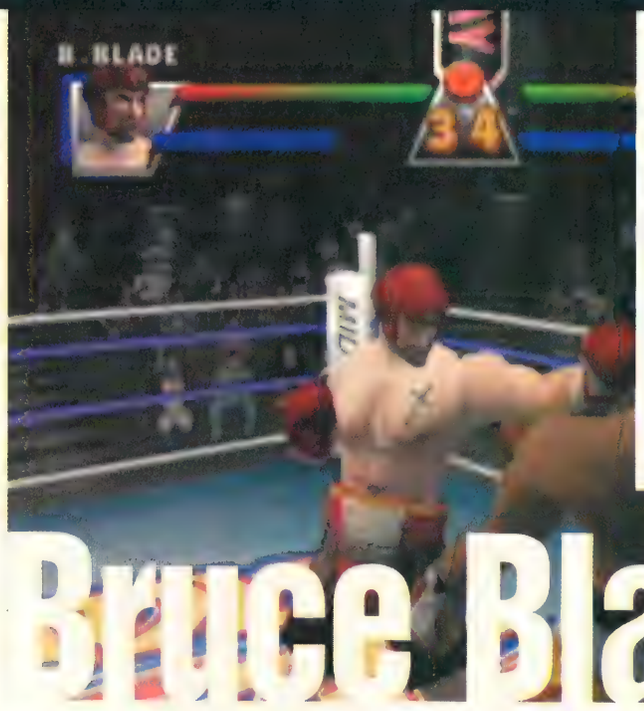
Dreamcast solutions

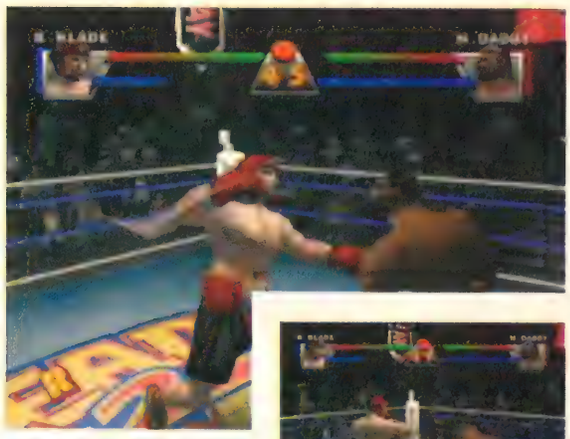
Bruce Blade

Name	Bruce Blade
Age	25
Home town	San Diego, California
Weight	243 lbs
Height	6' 5"
Reach	78"

Background: Yet another poser of the ring, with his head gear's sole purpose to protect his rumoured good looks in an effort to keep him in favour to the opposite sex. With an ego the size of Manhatten the ring allows Bruce to pose and show-off as much as he likes, so long as he doesn't end up being pummelled to the ground. The power that his punches impart are sure to leave a mark, but it makes up for a distinct lack of pace around the ring.

Rating | 8/10





Bruce Blade

Basic Moves

Below the Belt	B
Roundhouse Right	u or d, B
The Hammer	r, B
In Check	A
Roundhouse Left	u or d, A
Flying Eagle	r, A
The Rock	X
Long Left	d, X
Over-Extended Long Left	u, X
Street Sweeper	r, X
Jab & Hide	Y
Nuclear Right	u, Y
Armageddon	d, Y
Straight Line	r, Y
Sit Down	l, Y

Special Moves

Corkscrew Blade	l, r, X
Disrespect	r, r, l, Y
Sit Down	l, l, r, Y

Taunts

Taunt 1	'You're pretty good'
Taunt 2	'Hit me here'

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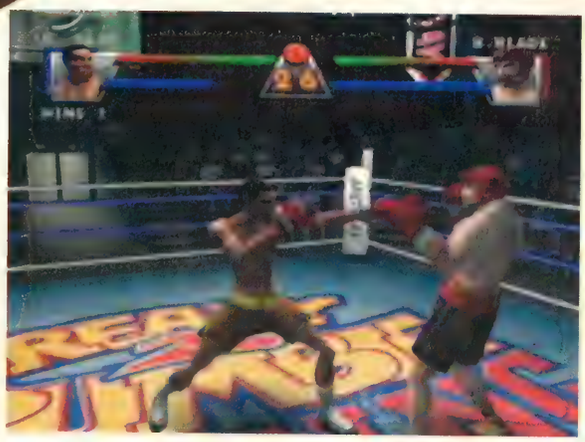
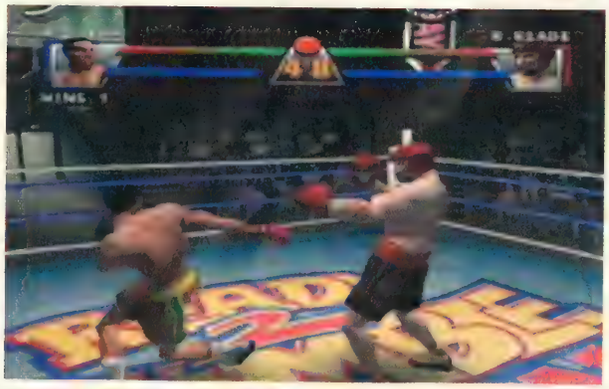
Kemo Claw





Dreamcast Solutions

Kemo Claw

Name	Kemo Claw
Age	34
Home town	Gallup, New Mexico
Weight	120 lbs
Height	7' 1"
Reach	99"

Background: One of the older members of the Ready 2 Rumble club, but his experience makes up for any lack of power and speed that old age might have brought. Kemo is a spiritual man who draws on his experience and spirits of the warriors in his family. Not one for many words, Kemo's actions speak louder for themselves, action which is facilitated by his massive reach of 99 inches.

Rating | 7/10

Basic Moves

Backward Flurry	B
Righteous Hook	u, B
Step & Tap Right	r, B
All Corners	A
Fierce All Corners	d, A
Step & Tap Left	r, A
Rubber Jab	X
Back at Ya	u or d, X
Power Slap	r, X
Elastic Uppercut Left	l, X
Overhead Pound	Y
Fake & Pound	r, Y
Elastic Uppercut Right	l, Y

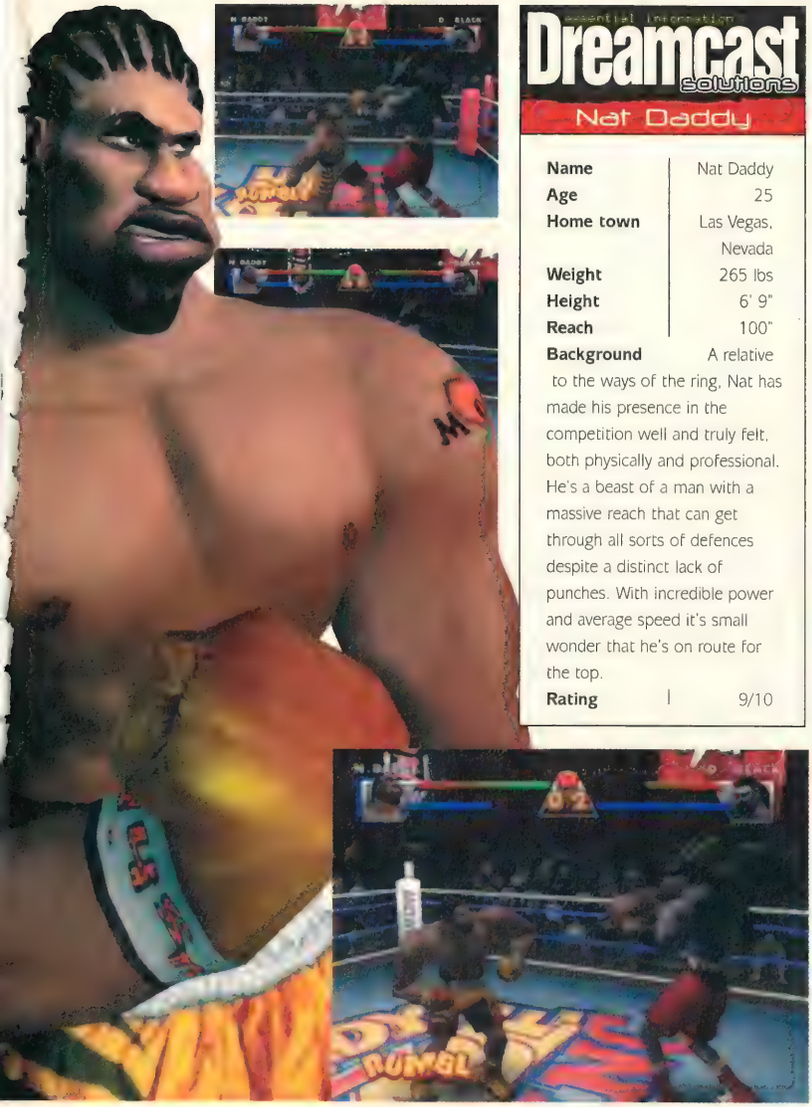
Special Moves

Shaman Punch	l, l, r, Y
Warpath	l, l, r, Y, B, A, X
Warcry	l, r, X
Arrowhead Punch	l, l, X

Taunts

Taunt 1	'Feigns a chicken'
Taunt 2	'Feigns hiding'

Nat Daddy



essential information

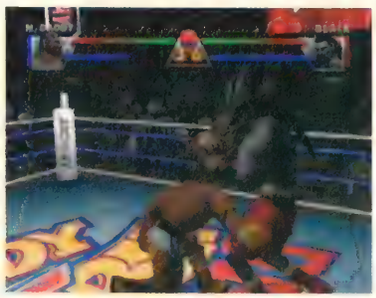
Dreamcast solutions

Nat Daddy

Name	Nat Daddy
Age	25
Home town	Las Vegas, Nevada
Weight	265 lbs
Height	6' 9"
Reach	100"

Background A relative to the ways of the ring, Nat has made his presence in the competition well and truly felt, both physically and professional. He's a beast of a man with a massive reach that can get through all sorts of defences despite a distinct lack of punches. With incredible power and average speed it's small wonder that he's on route for the top.

Rating | 9/10



Basic Moves

Assassin	u or d, B
In & Out	r, B
Knee Buster	A
Left-O-Matic	u or d, A
Package Checker	r, A
Lazy Left	X
Lackadaisical Uppercut	r, X
Lefty Lefty	u or d, X
Bum Rush	Y
Pain Express	u or d, Y
Corporate Uppercut	r, Y
Overhand Thunder	l, Y

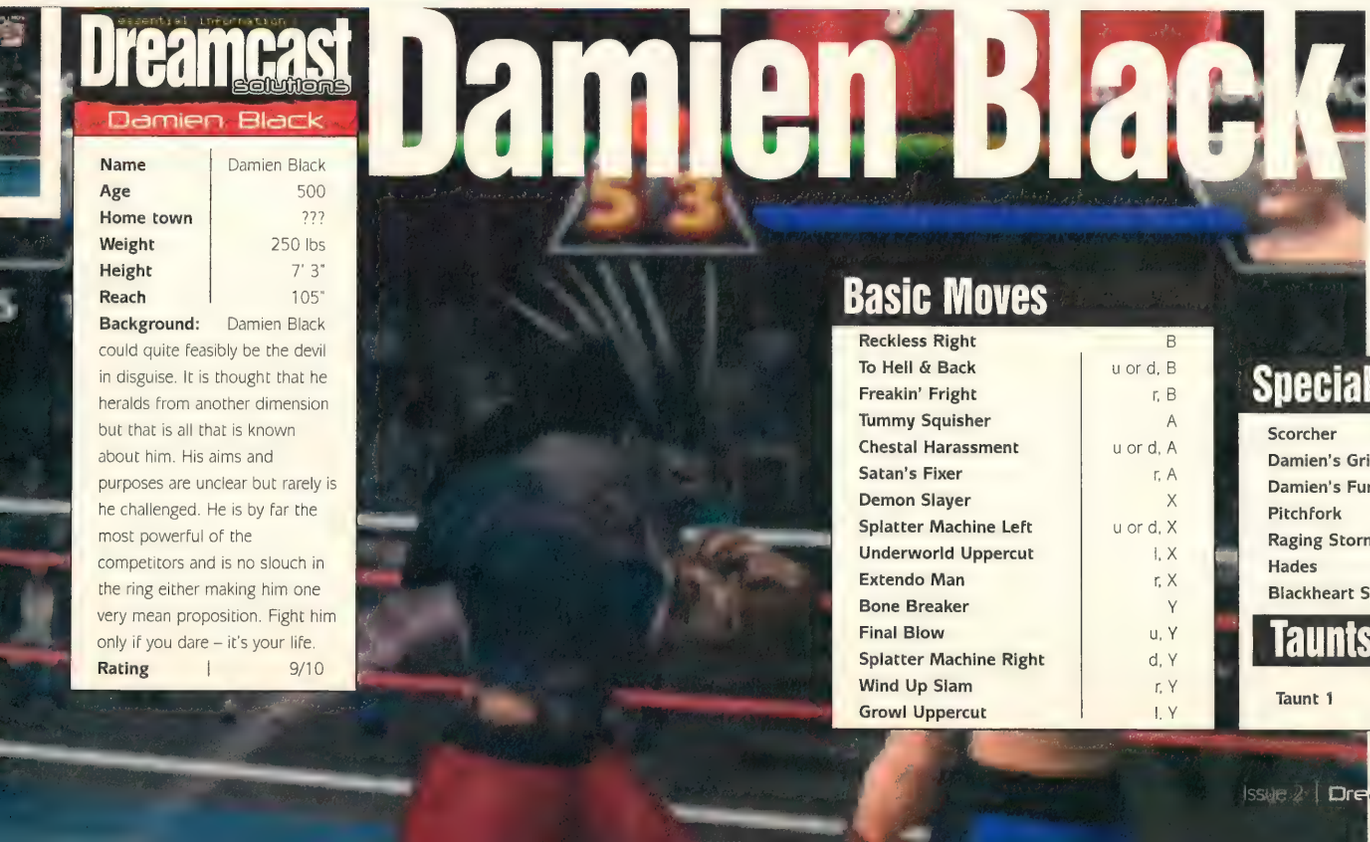
Special Moves

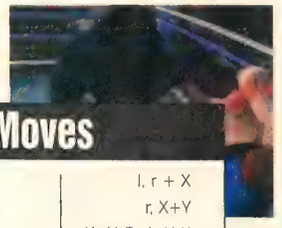
Jackhammer	l, r, Y
Dropping Bombs	l, l, r, Y
Power Trip	r, l, r, B A
Jackhammer Dump Truck	l, l, r, Y, B

Taunts

Taunt 1	'I was just doin' my best'
Taunt 2	'Roar!!!!'

Damien Black





essential information

Dreamcast solutions

Damien Black

Name	Damien Black
Age	500
Home town	???
Weight	250 lbs
Height	7' 3"
Reach	105"

Background: Damien Black could quite feasibly be the devil in disguise. It is thought that he heralds from another dimension but that is all that is known about him. His aims and purposes are unclear but rarely is he challenged. He is by far the most powerful of the competitors and is no slouch in the ring either making him one very mean proposition. Fight him only if you dare – it's your life.

Rating | 9/10

Basic Moves

Reckless Right	B
To Hell & Back	u or d, B
Freakin' Fright	r, B
Tummy Squisher	A
Chestal Harassment	u or d, A
Satan's Fixer	r, A
Demon Slayer	X
Splatter Machine Left	u or d, X
Underworld Uppercut	l, X
Extendo Man	r, X
Bone Breaker	Y
Final Blow	u, Y
Splatter Machine Right	d, Y
Wind Up Slam	r, Y
Growl Uppercut	l, Y

Special Moves

Scorcher	l, r + X
Damien's Grip	r, X+Y
Damien's Fury	r, X+Y, B, A, Y, X
Pitchfork	l, r, Y
Raging Storm	r, l, X
Hades	l, r, A
Blackheart Spear	l, l, r, B

Taunts

Taunt 1	'Come here!'

Toy Co

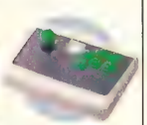
If you're having trouble unfurling and completing all the puzzles and missions in this wacky game then Dreamcast Solutions is here to save the day with an exclusive walkthrough guide to all of them!

essential information >
Dreamcast magazine

Toy Commander

Publisher	Sega
Developer	No Cliché
Origin	France
Genre	Strategy

one to four players



arcade stick

jump pack

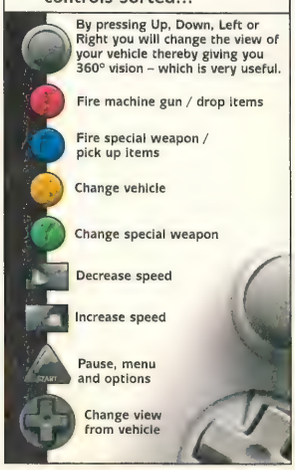
visual memory system

VMS information

Save position →	Y
Logo during play →	Y
Mini-game →	N

CONTROLS

Toy Commander is one of the few games which makes use of all the buttons on the Dreamcast controller, so before we embark on this mighty mission let's get the controls sorted...

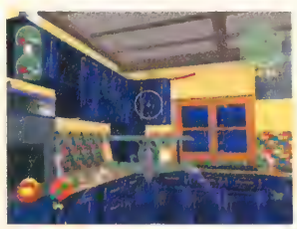


Toy Commander
ROOM 01
kitchen & dining room

Mission 1 – Training

OBJECTIVE: Land the plane on the runway and then use the helicopter to drop two sugar lumps into the bowl of chocolate. Finally, at the wheel of the pickup, find the bar of chocolate.

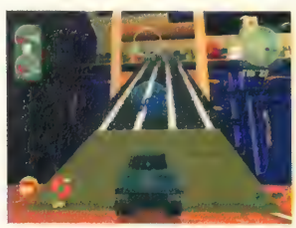
GUIDE: An easy one to start off with. Just head to the kitchen table, land your plane and get into the helicopter. There's an arrow pointing where to dump the sugar cubes which are on top of a pot. With chocolate filled with sugar, land the helicopter and get into the car. Head for the ramp onto the wall and then turn right and then make your way to the counter where the chocolate bar is hidden behind the toaster.



Mission 2 – Dish Of The Day

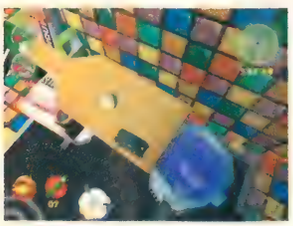
OBJECTIVE: Boiled eggs need three minutes in boiling water, so make sure you don't forget to light the gas!

GUIDE: You can either do this mission in the plane or the car. Go to the work top where the eggs are by the cooker and push two of them into the pan of water. Then all you have to do is turn on the gas by



mmander

pushing the buttons on the cooker and you've got boiled eggs. Alternatively you can turn the gas on before you put the eggs in.



Mission 3 – The Ring Race

OBJECTIVE: You have to finish in amongst the first three in this race. Even if it means playing dirty...

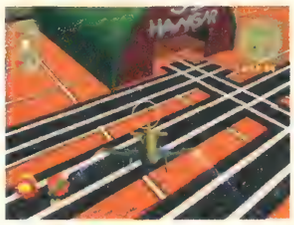
GUIDE: A basic racing challenge which you can only fail if you come last. All you need to do is follow the green rings and the other planes.

Mission 4 – Deep Sea Trap

OBJECTIVE: Protect the supply boat from running into trouble with the submarines.

GUIDE: To protect your boat you must blow up the four submarines using your radar and missiles. With submarines blown up, fly over to the fireplace and destroy the submarines that are docked over there.

[1] The chocolate is behind the toaster (follow the arrow). [2] Penetrate the enemy base and get the bomb. [3] Shoot the button and turn the gas on.



Mission 5 – Infiltration

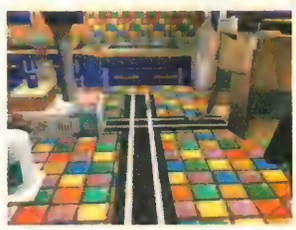
OBJECTIVE: Prevent the convoy reaching it's base by blowing up the bridge leading to it with a huge secret bomb.

GUIDE: Go and dump the truck out of the way of the convoy in the fireplace and near to the bridge. Then get into the plane and go and destroy the defences of the fortress and blow the gate down. Then land the plane and using the truck go and collect the bomb from in the fortress – it's on the left. Then go back to the bridge, drop the bomb and get out of there. Be quick though, as it's a race against the clock.

Mission 6 – Air Raid

OBJECTIVE: Destroy the enemy air base and their bombers too, while preventing them from destroying yours.

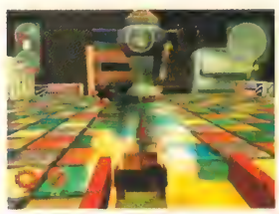
GUIDE: Quickly go into the second room and blow up the enemy base which is hidden under the desk. With part one of the mission completed rush back to your base where you will find it under attack and blow up the enemy planes with your missiles.



BOSS FIGHT Mission 7 – Cyclon

OBJECTIVE: Destroy Cyclon and make him your ally.

GUIDE: Drive up the ramp and fire missiles at him. Alternatively, you can choose to stay on the floor and then shoot him from long range instead. Make sure you aim for his guns first.



walkthrough

toy commander

Toy Commander

ROOM 02

two kids bedroom

Mission 1 – The Good, The Bad And... You

OBJECTIVE: You must knock out all Ringolo's supporters who are dressed in red and who are about to take control of the town, without harming any of the innocent people – if you do you'll have to start again.

GUIDE: There's no real guide to this game as all you have to do is knock out the men and beasts in red who are littered around the room, and you just have to search them out using your radar. Use your eyes, some of them are well hidden.

Mission 2 – F1 Grand Prix

OBJECTIVE: Finish four laps and come in the top three.

GUIDE: Another racing mission. Just follow the green rings, don't come last and try not to break too much.

Mission 3 – Desertion

OBJECTIVE: Six of your soldiers have gone missing and you must recover them and bring them back to your fortress

GUIDE: The first soldier is the easiest as his in amongst the houses. Pick him up and take him back to base as you can only fit five in the truck and the other five are all right at the top of the room on the beams. Follow the scaletrix track up and then head for the fallen over crane where you get on a lift. Once you're on the beams you'll easily be able to find the other soldiers – just don't fall off!

Mission 4 – Water Bombs

OBJECTIVE: Collect the water bombs and then drop them on the firecrackers before they start to explode.

GUIDE: There are five water balloons by the sink (turn left at the start) and then find the firecrackers – there's one by the basketball, one by the doll and one on the bedside table upstairs – and drop a water balloon on each of them to put them out.

Mission 5 – Chuck

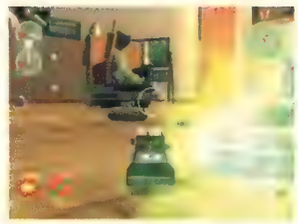
OBJECTIVE: Kill Chuck the rabbit/godzilla type soft toy before he gets chance to cause too much damage.

GUIDE: The best way to kill him is to jump in the car and shoot him with missiles until he keels over and dies, although using the helicopter is actually just as effective.

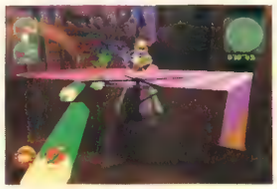
Mission 6 – Clara

OBJECTIVE: To rescue Clara the doll before Ringolo's evil henchmen come and reduce her to scorched embers.

Guide: The best way to do this mission is to get as many missiles together at the start and then fire them at the tanks, which are firing at the house behind which Clara is firing, until they're all destroyed. It's best to wipe out the guns firing at you first though.

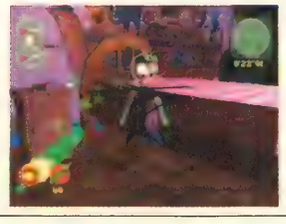


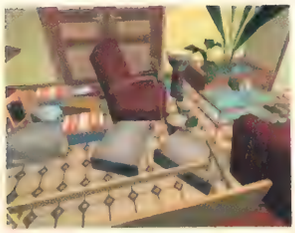
BOSS FIGHT Mission 7 – Ringolo



OBJECTIVE: Defeat Ringolo and make him your ally.

GUIDE: The way to beat Ringolo is to shoot at his rings, starting with the largest, and then at his head using the missiles. If you go too close he'll shoot at you so it's best to do it from a distance





Toy Commander

ROOM 03

hallway & its mezzanine

Mission 1 – Daedalus

OBJECTIVE: To find your way out of the labyrinth so that you can dispose of the sewage you're carrying.

GUIDE: Go straight until the green trainers and then turn left and left again where you will see a switch under the table. Hit it and a gate will open to the right of the trainers. Go past this gate and you will see a weight and a chain to your right. Go under this and over the ramp and you will be on a glass table. Follow the ramps over the red couch and onto a table with flowers where you will see another switch on the wall to your right. Break this and fall off the edge and follow the wall around. When you get to another open gate turn right and then right again and over some more ramps and then you will see another switch to break. Then go back to where you just came from and go under the three black weights and chains and up the final ramp, avoiding the mines to escape the maze.

Mission 2 – Chemical Alert

OBJECTIVE: Save the farm animals from the odorous trainers by using the deodorizer.

GUIDE: Pass the shoes and towards the two mice and kill them. Then go up to ramps and then drive onto the platform. Get onto the moving platform to the next level and drive into the can knocking it over. The roll it towards the smelly shoes before shooting at it and letting off the deodorant.

Mission 3 – Aces Patrol

OBJECTIVE: Stay in the slip stream and formation of the ace flying squad.

GUIDE: Just follow the planes and do what they do. It takes a few efforts to know what to do and when.

Mission 4 – Emergency

OBJECTIVE: The firemen have been captured and the town is on fire. You must rescue the firemen so that they can pilot the Canadair to put out the flames... but you need to find the water first and turn it on for them.

GUIDE: Take the car down the stairs at the bottom of which you should see a spider and it's web. Kill the spider and go under the stairs where there is another spider web which you must destroy. Now go to the shower room and break the glass button there, opening up the gate. Go back to under the stairs and destroy the tank by the gate and the prison where a fireman has been hidden. Switch to the helicopter and pick him up before heading to the bathroom where another fireman is hidden behind the toilet. Then take them upstairs and drop them on the helipad. The plane and fire truck should now take-off and with the helicopter go to the bathroom and push the blue button by the sink, turning the water on. The plane will then come and put the flames out.

Mission 5 – The Hunting Season Is Open

OBJECTIVE: Retrieve all of your paper birds, captured by Karter, before the hunters get a shot at them.

GUIDE: Using your radar shoot all of the poachers and shooters (there are a lot of them) and then shoot open the cage that the birds are being kept in so that they can spread their wings.

Mission 6 – Invasion

OBJECTIVE: Cockroaches have invaded the house and they need stopping. You need to kill the Queen before you can kill all the others, but you need to save the helicopter from the clutches of the spider first.

GUIDE: With the tank go towards the table with the flowers and you will see a web with the helicopter in – shoot the web and free the helicopter. Then go on the table and kill the spider and push the helicopter off the edge onto the floor where you must push it into the fire there, thus freeing the vehicle. With the helicopter go and find the Queen who is hidden down the lug hole of the sink in the bathroom and kill her. Then go and kill all the little cockroaches with either the tank or the helicopter using your radar.

BOSS FIGHT Mission 7 – Karter

Objective: Beat Karter and make him your ally

Guide: Simply ply him with missiles and more missiles and more missiles until he capitulates. Shoot at his wheels first to immobilise him and then at his weapons – just watch out for his jaws.

walkthrough

toy commander

Toy Commander

ROOM 04

parents bedroom

Mission 1 – Full Speed Ahead

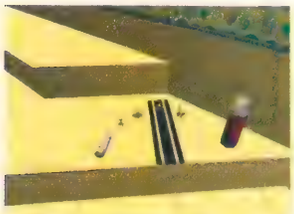
OBJECTIVE: Another racing challenge where you must make sure you don't finish last.
GUIDE: Once again follow the green rings, but go slow on the first lap as some of them are hard to get to.

Mission 2 – Railway Anguish

OBJECTIVE: Get the train to the nearest station and prevent the guerrilla forces from destroying it.
GUIDE: The best way to do this mission is to fly the route of the track without the train to begin with and shooting all the signals so the train goes the right way as well as shooting any enemies along the route. With the path safely cleared unlock the train from it's circular route and watch as it goes around to the station.

Mission 3 – Forest Fire

OBJECTIVE: The forests on fire and you've got to put it out before it reaches the chalets at the top.
GUIDE: In the water plane you must fly over to the water and



pick it up by pressing B and then go and drop it over the fire by pressing B again. Do this as many times as needs be to put the fire out.

Mission 4 – The 12 Mercenaries

OBJECTIVE: Black Jack has stolen some of your soldiers and you must get them back from within his fortress using 12 mercenaries.
GUIDE: The idea behind this game is that you drop off your mercenaries every time you see an enemy. Pick up five of the mercenaries and drive them to the chair where you will see a green shoe. Drive past this as quickly as possible and drop your five mercenaries when you see a red soldier – they will shoot the tank from the higher level when it passes. When the tank is out of the way take them up the ramp, and turn left and then right where you can see two badness. Drop your men off and they will shoot them. Now take them back to the ramp and turn left. When men start shooting at you drop your men and when the shooting stops collect them again. Go onto the piece of wood hanging over the edge and drive off. Carry on and then drop your men off at the book who will then shoot three more men. Then proceed past where the enemy were and your view should change. Drop your men off again and they will shoot at something. With shooting done take them over to where they were shooting at and drop them off again to kill two more of the enemy. Then go up behind the house while avoiding being shot at and the mission should be complete.

Mission 5 – Banzai!

OBJECTIVE: Sink the two destroyer and three submarines in the bath.
GUIDE: You have four planes for this mission so don't worry if you keep on dying. Just shoot anything that shoots at you first before concentrating on using your missiles and bombs to destroy the boats and submarines there.

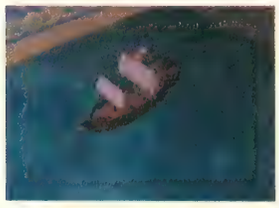
Mission 6 – The Escort

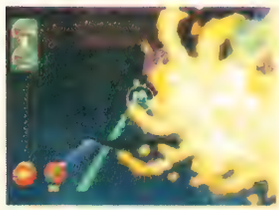
Objective: Escort your convoy safely to the right port by clearing the way of any waiting enemies.
GUIDE: Get into the plane and fly into the adjoining room and destroy all of the guns, tanks and men waiting in there. When you've destroyed everything hit the button on the wall near the doorway and then fly to the far wall and push another button near the floor. By now the convoy will be coming through the gate and if all the enemies have been destroyed then the mission will have been successfully completed.

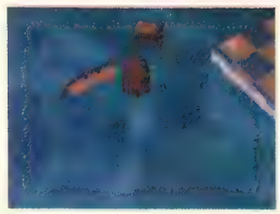
BOSS FIGHT Mission 7 – Black Jack

OBJECTIVE: Destroy Black Jack and make him an ally.

GUIDE: Simply shoot at him until he is destroyed, although bombing him is very effective too. If you shoot his sails first to immobilise him then the mission will be made much easier.







Toy Commander
ROOM 05
garage & tool room

Mission 1 – The Weightlessness Challenge

OBJECTIVE: Racing mission where usual rules apply, but this time there are four laps.
GUIDE: Probably the easiest racing game, just follow the rings, arrows and boosts.

Mission 2 – The Invaders

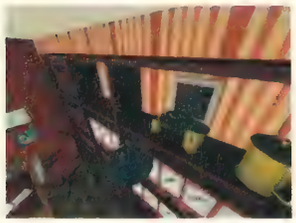
OBJECTIVE: Destroy the UFOs before they beam your toys aboard and take them away to alien lands without shooting any of your toys.
GUIDE: Simply shoot the UFO's as quickly as possible to prevent them taking your toys and the mission will be easily completed. It's best to stay on the table for this as you have a better view of where they all are.

Mission 3 – The Pirates Treasure

OBJECTIVE: Find the treasure that Bugs Buggy has stealthily hidden and save the Viking princess from inside the castle
GUIDE: First of all get in the plane and destroy all the armaments around the castle and then swap into the car. Fall into the water and find the four jewellery pieces before going into the Teleporter which will teleport you onto a shelf. With the boost jump into the castle and save the princess and then take her with the jewellery back to your fort, which is near to where the mission started.

Mission 4 – Vertigo

OBJECTIVE: Find and save three scientists that Bugs Buggy has kidnapped and bring them back to your base safely.
GUIDE: First of all destroy all of the enemy fortifications and weapons with the plane before flying over to the blue drill and shooting at its handle – it should spin a couple of times. Swap into the camper van and get onto the lift – push the button on the left using the tank to take you up. At the top turn right and follow all the ramps until you reach the castle and pick up the three scientists there and take them home.



Mission 5 – Mascar The Lemur

OBJECTIVE: To recover your helicopter and get rid of the lemur.
GUIDE: This mission is similar to the twelve mercenaries where you have to drop soldiers off to shoot for you at strategic points. Go under the table where a gun is firing at you and drop one soldier off, and then go to the gate and drop the others off. This should clear your way up the ramp. Then drop your men off on the long blue ramp where they'll shoot the tank. Now head up the next ramp and skirt around wall and drop a man off to shoot the guard there. Now go up the black ramp onto the shelf. Head towards the blue ramp, past the gun. Drop off the shelf where there's a fan and a man. Drop your men off to kill him and go up the ramp where you should be blown by the fan into the sky and landing by the computer. There's a tank there which you must push off the edge by using the picture as a shield. Then go down the ramp between two red flags and drop your men off to kill the guard there as well as the hanger where your helicopter is. Then take the helicopter and kill the lemur

Mission 6 – Return Of Invaders

OBJECTIVE: The UFO's have returned to experiment on your toys. Destroy them and save your toys by bringing them back to the helipad.
GUIDE: Get in the car and destroy all of the guns and enemies and then all of the UFO's. Now go into the castle where you will see the Mothership which you must destroy with your missiles. Now change to the helicopter and go into the wooden area where you will find your toys being electrocuted and tortured and save them and take them to your base.

BOSS FIGHT Mission 7 – Bugs Buggy

OBJECTIVE: Defeat Bugs Buggy and make him an ally

GUIDE: As with the other bosses just belt him with missiles until he is destroyed – try trapping him in the corner as otherwise he's too quick to shoot at.

walkthrough

toy commander

Toy Commander
ROOM 06
the attic

Mission 1 – Chopper Race

OBJECTIVE: You know the score – finish in the top three.
GUIDE: Follow the rings and the other helicopters and you can't go wrong.

Mission 2 – Little Big Taxi

OBJECTIVE: Find Matt and drive him to the station before Jenny gives up and gets the next train out.
GUIDE: The best way to do this level is to use your radar to find Matt in the labyrinth and then rush him to the station in time. If you can get up onto the beams you will be able to find him easily enough – he's hidden next to the terracotta pot in the corner, but be quick as there's not much time.

Mission 3 – Parachuting

OBJECTIVE: Take the enemy base by firstly getting rid of the tanks preventing your plane from taking off and then parachute your men into the enemy base.
GUIDE: To get rid of the tanks you must turn on the vacuum cleaner so that it sucks them up. With tanks gone you can then pick up the parachutists and drop them into the enemy base so that they can destroy it. There are three sets of them – one on top of a box, one on the suit of armour and one in front of the fort.

Mission 4 – Hold Up

OBJECTIVE: Get a small group of thieves together to help you recover the eight pieces of hidden treasure in three different places, making sure you don't destroy them in getting them back to base.
GUIDE: The treasure is in three different places – in the cinema and the piggybank, which you must destroy to reveal the treasure, as well as in the fortress. For this part of the mission you must use the armoured car and then with the camper van go and pick up the pieces of treasure and take them back to your base.

Mission 5 – Riots

OBJECTIVE: A riot is brewing and you must stop it by destroying the pick-up truck and tanks that are causing all the trouble.
GUIDE: There's no real method to this mission as you just have to rush around the room looking for and then destroying the vehicles that are causing havoc

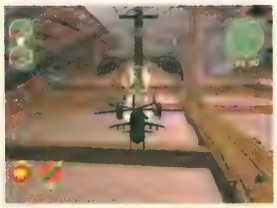
Mission 6 – Mother The Witch

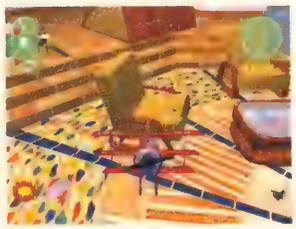
OBJECTIVE: Save Noon from being cooked alive by first destroying the witch on her flying broom and then putting out the fire under the pot which Nono is in.
GUIDE: In the micro-lyte destroy the flying witch your missiles while minding out for her bats. With the witch killed switch to the water plane and pick up water and then go and dump on the flames to extinguish the flames and save Nono from becoming roast rabbit.

BOSS FIGHT Mission 7 – Pegasus

OBJECTIVE: Defeat Pegasus and make him your ally.

GUIDE: Destroy him with your missiles, sending him into submission. Shoot off his wings thereby disabling him and then blow off his ears (his weapons) before finally destroying him by shooting at his head.





Toy Commander
ROOM 07
living room & winter garden

Mission 1 – In The Open Air

OBJECTIVE: Finish in the top three.
GUIDE: Follow the green rings and other racers.

Mission 2 – Dogfights

OBJECTIVE: Destroy the three enemy planes before they destroy you.
GUIDE: Use all the skills that you've amassed as a pilot and blow them out of the skies using your mines as well as your missiles.

Mission 3 – Galaxy Wars

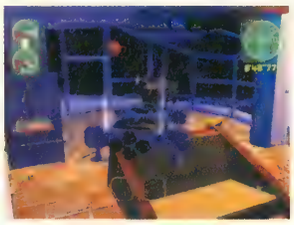
OBJECTIVE: Prevent Aldarak XIII and his friends from conquering the three planets
GUIDE: To save the planets you must first destroy the enemy ships attacking them and their LEN factory using the space craft before freeing the pilot. With the prison destroyed collect the astronaut using the hovership and take him back to your base. Make sure he doesn't get caught in any crossfire as you can't complete the mission without him. Only when the pilot is back at your base can you try and conquer the galaxy for yourself.

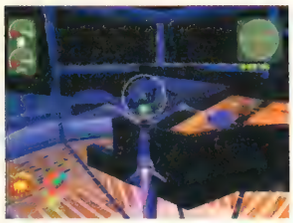
Mission 4 – The Mad Train

OBJECTIVE: Destroy the mad train before it destroys everything it comes across.
GUIDE: You need to bomb the train carriage by carriage if you are to succeed in this mission, but you do get four planes with which to try and stop this runaway beast.

Mission 5 – Extermination

OBJECTIVE: Save your toys from Aldarak XIII. You can't afford more than two losses or you'll lose the mission..
GUIDE: First of all take the truck filled with soldiers and go to the bottom level. Drop a couple of soldiers at each house and pick up the civilians before taking them back to your base. Then take the tank





and go and clear the second level up the ramps where there are a number of tower blocks. Once that area has been cleared, take the bus and go and collect the toys and take them back to safety.

Mission 6 – Space Revenge

OBJECTIVE: The main aim of this mission is to destroy the piano but you need a mega bomb to do that.

GUIDE: First of all kill all of the enemy planes and their defences on the piano so that you will able to get to the piano when you have found the bomb. It's important to shoot the enemy planes as they will destroy your allied bases otherwise. When you have found the bomb (it's in the fish tank) place it in the bowl deep inside the piano using the hovercraft and then get out of there and watch it blow.

CHEATS

Access all Rooms

To access all of the rooms, and to have all missions unlocked, pause the game and then hold L and press A, Y, X, B, Y, X. If this has been done correctly a note will be heard.

To switch machine gun

To switch machine gun pause the game, then hold L and press B, A, Y, X, A, B. A note will heard if it has been entered correctly.

Fix toy

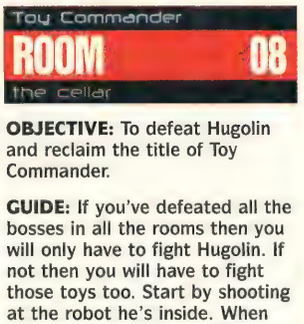
To fix your damaged toy pause the game, then hold L and press A, X, B, Y, A, Y. A note will be heard if entered correctly

BOSS FIGHT Mission 7 – Aldarak XIII

OBJECTIVE: Defeat Aldarak XIII and make him an ally.

GUIDE: As with all the other bosses shoot him down until he begs for mercy, but he is really hard. Shoot at his arms first, then his weapons and then his head. Watch out for the fireballs and his other weapons.

BOSS FIGHT Mission 1 – Hugolin



OBJECTIVE: To defeat Hugolin and reclaim the title of Toy Commander.

GUIDE: If you've defeated all the bosses in all the rooms then you will only have to fight Hugolin. If not then you will have to fight those toys too. Start by shooting at the robot he's inside. When he's out of that fire at his rocket pack, then at the dart board on his chest, then at his arms and finally at his glowing green eye. If you do this he will at last capitulate and you will be the Toy Commander once again.

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As the end of the Millennium draws near the TOTAL GAMES NETWORK (www.totalgames.net), in association with HMV and Titus, has decided to honour the best pieces of software ever made on all formats. This is your once in a lifetime chance to participate in the greatest gaming survey ever devised – the Millennium Games Awards!

All we want is for you to tell us what ten games have rocked your world using the form provided below. Having done this, complete the survey information and your details on the following page and then send it back to us Freepost – no stamp required.

Completed entries will be pulled out of the sack and the winners picked at random – there are no right or wrong answers. Once we have received all the entries, we will compile a top 100 games of the Millennium and one lucky winner will receive a DVD player and ten UK DVDs. 2nd prize is a Nintendo 64, PlayStation and a Dreamcast. While 50 runners-up will each receive get a £10 HMV voucher. Don't delay, get those voting forms in today!

Here are the personal favourites of our editors – vote for your own!

Nick Roberts Managing Editor
1. Out Run (Arcade)
2. Metal Gear Solid (PS)
3. Gun Fright (Spectrum)
4. Pac-Man (Arcade)
5. Bubble Bobble (Spectrum)
6. Rick Dangerous (Spectrum)
7. Super Mario World (Super NES)
8. Dynamite Dan (Spectrum)
9. James Pond: Robocod (Mega Drive)
10. San Francisco Rush (N64)

Phil King, Editor of PowerStation
1. Goldeneye (N64)
2. Gran Turismo (PS)
3. ISS Pro Evolution (PS)
4. Starcraft (PC)
5. Skool Daze (Spectrum)
6. Sensible World Of Soccer (PC)
7. Tekken 3 (PS)
8. Tomb Raider (PS)
9. Laser Squad (Spectrum)
10. Worms (PC)

Ryan Butt, Editor of Play
1. ISS Pro Evolution (PS)
2. Goldeneye (N64)
3. Resident Evil 2 (PS)
4. Sonic The Hedgehog (Mega Drive)
5. Arkanoid (C64)
6. Kid Chameleon (MegaDrive)
7. Back 2 Skool (Spectrum)
8. Wonderboy (Arcade)
9. Tekken 3 (PS)
10. Street Fighter II (Super NES)

Andy McDermott, Editor of 64 Mag
1: Robotron 2084 (Arcade)
2: Quake II deathmatch (PC)
3: Goldeneye (N64)
4: Elite (BBC/C64/Atari ST)
5: Defender (arcade)
6: Ancipital (C64)
7: Tomb Raider (PlayStation)
8: Street Fighter II Turbo (Super NES)
9: Super Mario Kart (Super NES)
10: Tempest 2000 (Atari Jaguar)

millennium games awards entry form

The top ten games that have changed my life are:

1 .....

2 .....

3 .....

4 .....

5 .....

6 .....

7 .....

8 .....

9 .....

10 .....

***Important:** please write your game name clearly and in capital letters only. Also ensure that all game names are spelt correctly and that you put what games system they are for in brackets. The closing date for the Millennium Games Awards competition is 31/12/99.

The results of the Millennium Games Awards will be printed in the following magazines: ***Play #59, 64 Magazine #37, PowerStation #46, 64 Solutions #17, DVD Review #10, Dreamcast Magazine #6 and Dreamcast Solutions #3.***

TITUS
XENA WARRIOR PRINCESS
F/A-18E SUPER HORNET
HERCULES
BLUES BROTHERS 2000
The biggest games for the new Millennium

millennium Games Awards

questionnaire

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What age group are you in? (tick one)

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☐ 18-25
☐ 26-35
☐ 36-45
☐ 46-50
☐ Over 50

Are you?

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☐ Living with your partner
☐ Living with your parents
☐ Living alone
☐ Living in a shared house
☐ Divorced/separated
☐ Widowed

What is your occupation? (tick one)

☐ Director
☐ Manager
☐ Self-employed
☐ Skilled worker/Tradesman
☐ Manual worker
☐ Office worker
☐ Shop worker
☐ Public sector
☐ Professional
☐ Armed Forces
☐ Student
☐ Housewife/husband
☐ Retired
☐ Unemployed
☐ Other (please state)

.....

What is your household's total annual income?

☐ Under £10,000
☐ £10,000-£15,000
☐ £16,000-£20,000
☐ £21,000-£45,000
☐ £46,000-70,000
☐ £71,000-100,000
☐ £100,000+

What newspaper(s) do you read regularly?

☐ The Sun
☐ The Daily Mail
☐ The Daily Express
☐ The Daily Mirror
☐ The Guardian
☐ The Times
☐ The Independent
☐ The Financial Times

Do you own or intend to buy a console in the next 6-12 months?

☐ No
☐ Yes (Please tick all that apply)

	Own	Intend to buy
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Nintendo 64	☐	☐
PC	☐	☐
Game Boy Color	☐	☐
PlayStation 2	☐	☐
Dreamcast	☐	☐
New Nintendo console	☐	☐

Do you own a computer?

☐ Yes
☐ No, but I intend to within the next 6 months
☐ No, and I don't intend to buy one in the next 6 months

Are you connected to the Internet?

At work
☐ Yes
☐ No

At home
☐ Yes
☐ No, but I intend to be in the next 6 months
☐ No, and I don't intend to be in the next 6 months

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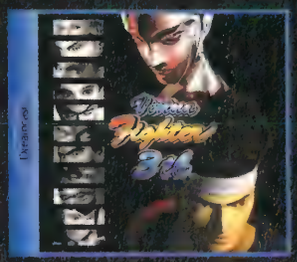

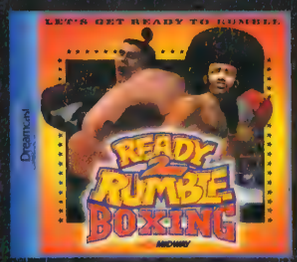

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essential information >

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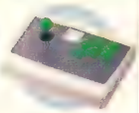
Sonic Adventure

Publisher	Sega
Developer	Sonic Team
Origin	Japan
Genre	Adventure

one player


arcade stick

jump pack

modem

visual memory system

VMS information

Save position → Y
Logo during play → Y
Mini game → Y

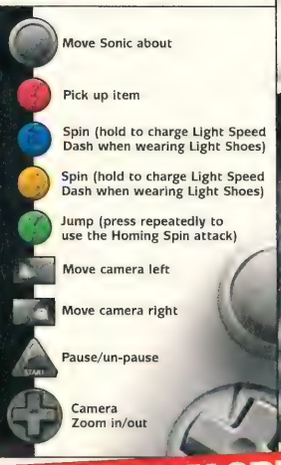
essential information >

Dreamcast magazine says

"It's an outstanding example of Dreamcast gameplay – and it's Sonic!"

CONTROLS

Here's how the pad works when playing as Sonic...



GOODIES GALORE

Stashed through all the action levels in the game are lots of items just waiting for you to collect. With the exception of general rings, all of them are found inside special glass pods that must be broken open to get what's inside. Particular items are there for a purpose so check out the surrounding area in case you need to do something once you've got the prize.

Rings

If there's one thing you should never be without when running through each level of *Sonic Adventure*, it's rings. Even if you've only got one ring you're safe from an enemy attack – just don't hit anything if you're empty-handed! Collect 100 rings and you'll even be rewarded with an extra life!

Ring Pod

Rather than collecting rings one at a time, why not go for a whole stash of them at once? Ring Pods are glass domes containing a certain amount of the golden beauties, numbering from one all the way up to twenty. To collect them just smash the pod and you'll be given the rings in a lump sum!

Bubble Shield

Handy for those situations where you've grabbed lots of rings and don't want to give them up for anyone. Collect a Bubble Shield from one of the item pods and you'll be granted a shiny bubble to wear as protection from the enemies. It only lasts for one attack though so don't let your guard down for a second...

Electric Bubble

Even more fantastic to find is the Electric Bubble. Not only does this protect you from one attack and prevent you from losing your rings but also helps you to get more rings! Run into an area and all the nearby rings will be attracted to your magnetic personality, saving you the trouble of collecting them!

Running Shoes

If you think that Sonic simply isn't fast enough under his own steam (what are you, crazy?!) then collecting these will ease your woes. With the Running Shoes on their feet, any character will run at twice the speed they normally would – of course, it only lasts for a short time so get to where you're going pronto!

Invincibility

What would an adventure game be without Invincibility? They're rather rare but when they do pop up, you know you're going to need every second of protection that they provide. Smash the pod to grab the icon and then leg it for all you're worth – you don't want to be standing near something nasty when the shield runs out!

Extra Life

It's pretty obvious what this does when you pick it up – smash a pod to grab one of these and you'll be rewarded with an extra life. They're not always in the most accessible places though so you might have to go out of your way to collect them. Keep your eyes open for possible hiding places and explore everywhere!

continued >

ntinued>

E-102's Adventure

The Adventure Begins...

The story opens just as the evil (but brilliant) Dr Robotnik is activating the latest in his line of sentry robots guards. E-102 Gamma is on-line and ready to take orders! Walk over to Robotnik standing by the door on the left and watch as he orders you to take a little target practice on his Final Egg firing range – after all, you've got to be on your best form if you want to beat Sonic, don't you?

MEET E-102

Created by Dr Robotnik as a tool to help him find the locations of the Chaos Emeralds, E-102 (or Gamma to his mates) is a bit of a lost soul. He serves Dr Robotnik but deep inside he knows that he should be his own person... sorry, robot. Thankfully, he gets to meet Amy during his travels and she talks sense into him. Ahh, how nice.

E-102's Adventure
LEVEL 01
Final Egg

Target: Practice your skills in the Firing Range

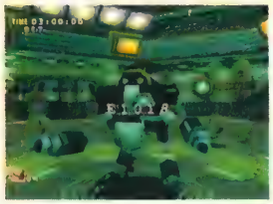
This is an easy level simply because it's designed to test your firing abilities. Get the hang of targeting multiple enemies at once to clock up a higher time score as the dolls pop out of the walls and collect all the rings you can find in order to get the best score through here. When you reach the Sonic doll at the end, you'll need to target it three separate times in order to finish it off and complete the level.

The Adventure Continues...

After your successful test in the firing range, Dr Robotnik feels that it's time for a real test of your abilities. Enter E101 Beta – your 'older brother' robot. Robotnik thinks that if you can beat him, you're ready to be one of his army. Go ahead – blow him to pieces!

BOSS FIGHT E-101 Beta

This is an easy fight simply because you have the advantage of a homing laser attached to your arm. Wait until E-101 fires a missile at you and then quickly take aim at both the missile and the robot – fire two shots and take care of both at once. Make sure you keep a safe distance to give yourself time to take aim and watch for E-101 leaping into the air. If he does so, wait for him to land and then quickly take aim and blast him with a laser shot. Three quick hits will bring an end to this trial run fight.



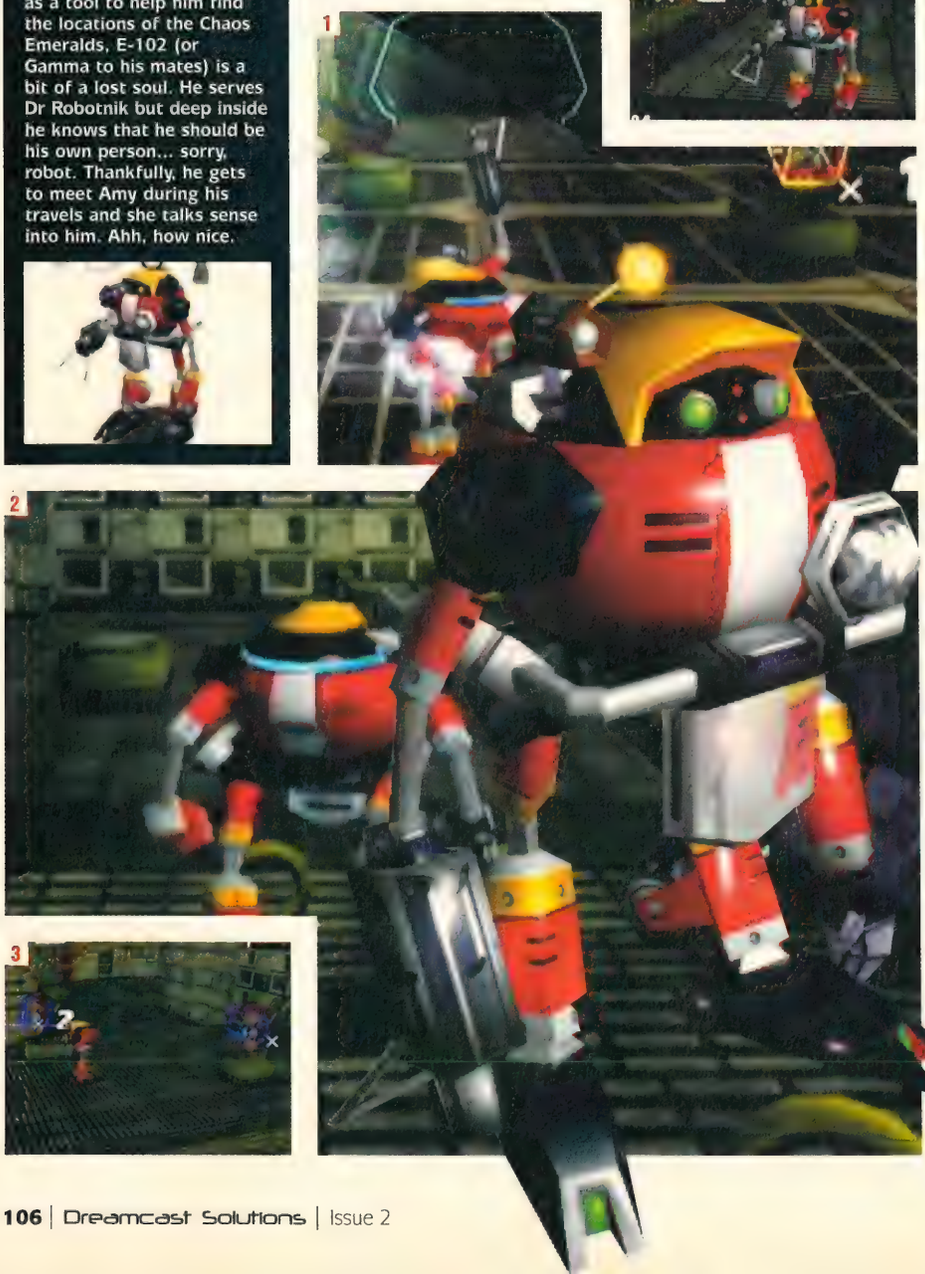
The Adventure Continues...

Robotnik is impressed – it looks like you've been accepted as one of the team! After the Egg Carrier takes off into the skies, Robotnik gathers his troops to lay out his plans. It appears that of all the things that he could want, it isn't money, jewels or power... it's a frog! Not just any frog though – this one has swallowed a Chaos Emerald and Dr Robotnik wants that Emerald for himself! After sending out his minions to find this creature, E-102 finds himself in Station Square with his orders firmly in his mind. There have been reports that the frog was last seen heading for the coast so go through the hotel to enter the poolside area. Target the three pads on the barrier blocking the beach and blow them away to open the path to Emerald Coast.

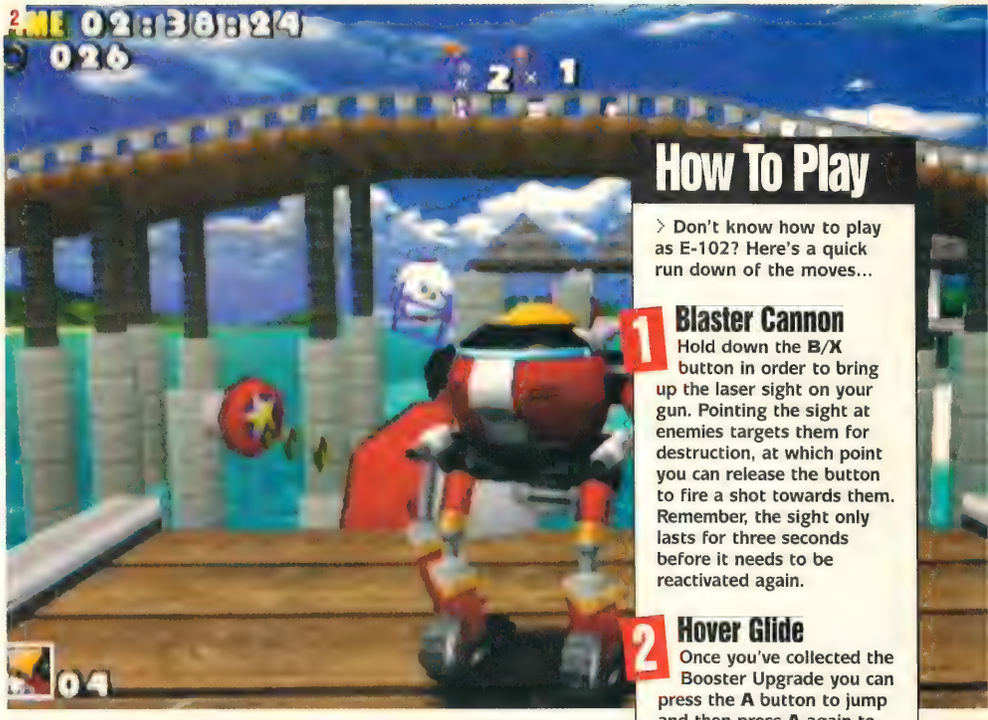
E-102's Adventure
LEVEL 02
Emerald Coast

Target: Locate the frog that ate the Chaos Emerald

This is quite a short level to help you get used to moving targets. Run down the beach and take out everything in sight – even though only the Kikis and Rhinotanks give you time, it's good to clear the way for a big robot such as yourself. When you get to the pier, don't forget to aim at the two Kikis perched high on the ledge ahead in order to grab a few extra seconds before hitting the spring and bouncing to the next boardwalk. Take out the Kikis there and run along the winding pier until you reach the slope down to the first loop – at this point, the path takes a sharp left turn onto another pier.



[1] These targets pop up as you approach them – shoot them quickly! [2] Don't forget to collect the rings as you go – they're essential! [3] You can aim at multiple targets at once when you play the game as E-102!



Follow this one round and hit the spring at the end to fly onto the beach ahead and then run along the sand blasting anything in your way. At the end of the beach is a grassy slope that doubles back on itself so run up here and kill all the Kikis at the top before grabbing the frog in the bubble at the end of the ledge.

The Adventure Continues...

Having grabbed the frog that everyone's after, E-102 is about to head back to the Egg Carrier when a bright light appears and transports him to a strange place. Looking around, E-102 realises that he doesn't know where he is and therefore should explore. Run forwards and across the bridge to find a group of Chao singing to each other... or perhaps something else? As they sing, something is happening to the water around the base of the fountain when suddenly Tikal appears behind you! With the noise of Chao singing ringing in your ears, the bright light transports you back to the Egg Carrier where Dr Robotnik is getting angry that none of his troops could find the right frog.

Upon seeing the one captured by E-102 however, he rejoices that someone could do the job properly – as punishment to the other robots, he banishes them to distant parts of the world for good! Praising you highly, Robotnik tells you go and check on a recent prisoner one of his other robots picked up recently. As E-102 goes to do so, he accidentally enters the wrong door and finds the remains of E-101 Beta being reconstructed into a better model. Once you leave this room, enter the right-hand door and cross the Hedgehog Hammer area to enter the prison room. After approaching Amy, E-102 makes no small talk and just demands that she hands over the Chaos Emerald around her friend's neck! When confronted by something so small and fragile yet so beautiful as Amy's bird companion though, something snaps inside E-102 and without thinking, he lets her out of the cell! Thanking him, she leaves as quickly as she can...

Turn around and head back to the main chamber of the Egg Carrier. Run up the stairs at the end and take a right turn, running along the walkway until you reach a door on the left. Go inside and drop down to collect the Booster Upgrade then use the spring to get back up to the entrance ledge. When you go back into the main chamber Robotnik will talk over the loud speaker, telling you that he needs help! Go over to the stairs on the right before taking the pod lift up to the main deck. Once there, you'll catch Robotnik having it out with Sonic – when the doctor spots you, he orders you to finish Sonic off for good! It's time for a fight!

How To Play

> Don't know how to play as E-102? Here's a quick run down of the moves...

1 Blaster Cannon

Hold down the **B/X** button in order to bring up the laser sight on your gun. Pointing the sight at enemies targets them for destruction, at which point you can release the button to fire a shot towards them. Remember, the sight only lasts for three seconds before it needs to be reactivated again.

2 Hover Glide

Once you've collected the Booster Upgrade you can press the **A** button to jump and then press **A** again to activate the booster. This will let you glide safely around until you touch the floor although you will not be able to fly up with it.

[1] The beach is a nice easy level to start the game with. [2] Don't forget to shoot as many targets as possible.

BOSS FIGHT Sonic The Hedgehog

> How much easier can these fights get? Thanks to your homing laser, you don't even have to get anywhere near Sonic to hurt him – just point, aim and shoot. The one thing to remember though is that you can't hurt Sonic while he's performing an attack so if he's jumping, spinning or whatever you will only stun him. To hurt him, either fire a second shot just after you stun him or wait until he finishes attacking before making the shot. Either way, you only have to hit him three times before the story moves on.

CONTROLS

How the pad works when playing as E-102 Gamma

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The Adventure Continues...

This time the tables are turned – just as E-102 is about to finish Sonic off, Amy steps in to save his life! As she convinces the robot not to harm her man (or hedgehog), the Egg Carrier starts to drop out of the sky! Amy thanks E-102 for what he has done and tells him that being Dr Robotnik's servant is not the way to go! Tails carries her to safety as E-102 takes off to do some thinking of his own...

Remembering all the things he's seen, E-102 comes to the conclusions that Dr Robotnik is not to be trusted. What's more, he decides that the best thing for him to do would be to hunt down and destroy the other robots that Robotnik banished from his Egg Carrier! Run over to Tails' house and pick up the Vortex Crystal sitting outside the front door then take this over to the crevice in the cliff to the right of the lake and place the crystal in the pedestal. Jump into the now-open air vent to fly up into Windy Valley.

Power-up Locations

> Here's where to find and how to use E-102's special items...

Power-up
Booster Upgrade

Location
In the left-hand room on the top level of the Egg Carrier

How To Use It
Allows you to float over long distances. Hold the A button after jumping to activate it.

Power-up
Blaster Upgrades

Location
In the right-hand room on the top level of the Egg Carrier

How To Use It
Adds more barrels to your gun and lets you fire more shots at once.

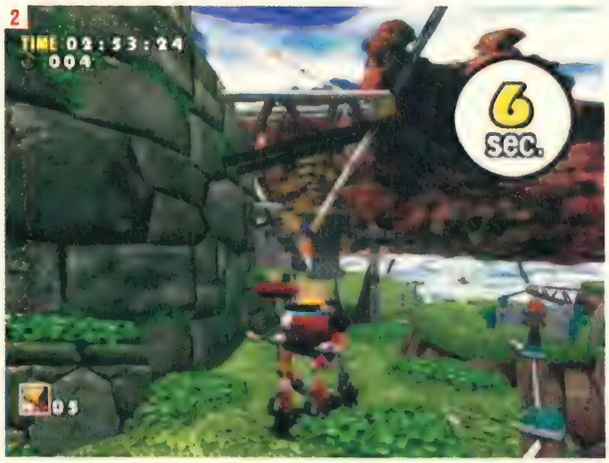
E-102's Adventure
LEVEL 03

Windy Valley

Target: Destroy E-103 Delta

Run forwards, grab some rings and take out the Flame Caterpillar to gain a large amount of time. Destroy the Rhinotank on the bridge ahead and then use your Booster Upgrade to fly over the gap to the other side. There are more tanks and caterpillars to get rid of as you cross another wooden bridge before you need to take aim at three small targets to blow up the wall blocking your way. Drop down this new hole, hit the checkpoint and walk along the ledge until you get to another dead end that needs blasting open.

Run through the small opening, across another bridge and through one more gap in the wall that needs to be blown open with your gun.

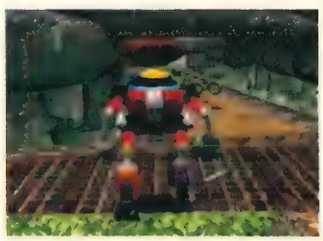


Out on the other side, hit the next checkpoint and boost down to the platform below but watch for the Flame Caterpillar as you land. Jump over the next bridge to avoid falling down when it collapses, climb the stairs and use the spring at the top to fly over and reach the platform where the first of your robot friends waits for you.

BOSS FIGHT E-103 Delta

> Much as you did with E-101, try to keep E-103 at a distance to give you a chance to aim at both him and the missiles he fires at you. If you've managed to keep an Electric Bubble along the way, use this to collect a few rings from the back of the arena just to be sure. Other than that, this is a very straightforward fight that is over once you've hit E-103 five times with your laser.

[1] When you get to the coast you will find the frog that everyone has been talking about. [2] Things start to get more tricky when you reach the Windy Valley. Don't let the gusts blow you off course! [3] These caterpillar targets can give you tonnes of time if you shoot them before they disappear. If you do it properly you will be given an extra 25 seconds to play with!



The Adventure Continues...

Back in Mystic Ruin, a new hole has appeared in the cliff opposite the station. When you reappear on the platform jump down and enter this hole, using the air vent inside to reach the passage above. Head down the tunnel (ignoring the Ice doors) and out the other end to the Floating Island area. Move over to the gate in the cliff on the right and use your laser to blow the Kiki in the cage to bits – this opens the gate, allowing access to Red Mountain.

E-102's Adventure

LEVEL 04

Red Mountain

Target: Destroy E-104 Epsilon

You start this stage already inside the mountain, halfway through Sonic's Red Mountain level. Blow apart the four targets on the rocks to clear the path ahead and then take out the multitude of Kikis and Spinas as you head down the narrow passage beyond. Watch out for the collapsing floor as the path slopes up to the right and then leap over the boxes and kill all the Spinas there. Take out some more targets to open the lava room and then go inside and use the spring to leap to the next set of platforms.

Kill the Kikis on the ledge to the right and destroy the three targets then dodge the hammer, take out the Spinas and leap onto the level above. Grab some rings and head along to kill more enemies before heading along the narrow walkway, avoiding another hammer and hitting more targets to clear the road. When you finally pass the third hammer you'll blow apart some targets and open a hole in the floor – drop down and hit the checkpoint then run down the passage, wasting everything in the way and blowing yourself a way out at the other end. On the platform beyond, hit all the targets on the rock pillars to create a set of walkways across the lava before getting rid of all the Spinas there. Get over the lava, using your Booster for the last jump and reach the platform at the end with E-104 on it.

LOOK OUT! IT'S THE BAD GUYS!

Dr Robotnik

Okay, so we admit that the evil Dr Robotnik looks like he swallowed a huge ball but don't hold that against him. No matter how many times he gets beaten by that meddlesome hedgehog, he always comes back for more. This time he's onto a winner – using the power of Chaos.

Chaos

Maybe it's just us but we think that Chaos isn't evil – he's just misunderstood. Lead astray from his usual job of protecting the Master Emerald, Chaos is going to wreak havoc on the world and only Sonic can stop him! He might look a little small but don't underestimate his powers, especially at the end!

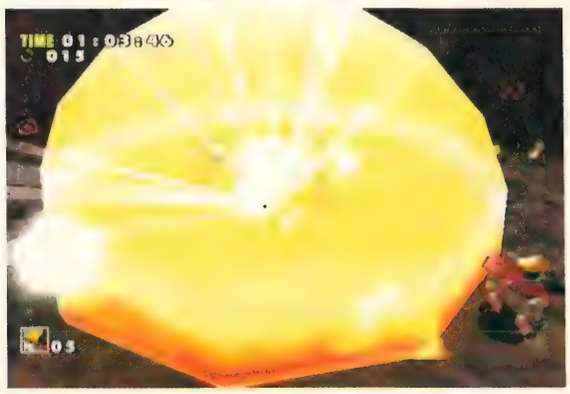
AND THE GOOD GIRL!

Tikal

Who is she? Where does she come from? Does she wear Marks and Spencers underpants? Some of these questions and many more are answered as you progress through Sonic's adventure. As far as we can tell, she's the priestess of an ancient tribe of Echidnas living deep in the rain forest – very mysterious...

BOSS FIGHT E-104 Epsilon

This fight is identical to the ones you've had with E-101 and E-103 with the exception that if you get too close to E-104, he'll fly into the air with his booster pack and try to get out of the way. If you keep him at a distance as before with your laser shots, he should stay in one place and be easy to pick off while preventing his missiles from hurting you as well.



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The Adventure Continues...

E-102 begins to consider all the robots that Dr Robotnik created and the ones he must ultimately destroy. From the front of Red Mountain, head back to the main area of the Mystic Ruin via the tunnel on the left and then drop into the bottom of the train station and jump on the raft there to reach the top deck of the Egg Carrier once again. Take an Egg Pod lift to the top of the deck and then hit a spring to get onto the glass dome. Run along the narrow walkway and reach the back of the Carrier before jumping into the gold pod and descending into the main chamber of the ship.

Go up the stairs behind you and take a left turn along the walkway to find another door. If you go inside, you'll find that the water level has dropped and you can now safely collect the Gun Upgrade to improve your firepower. Now jump down from the ledge, run to the end of the room and enter the middle door to find the Hot Shelter.

E-102's Adventure

LEVEL 05

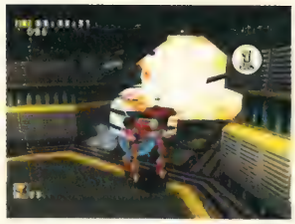
Hot Shelter

Target: Destroy E-105 Zeta

This can be a tough level as you'll need to get a lot of multiple targets in order to keep your time limit up. Run out of the lift and take out all the enemies there but don't waste time venturing into the toilets. Instead, go through the door ahead and drop down the shaft into the engine room. Make your way across the cogs, blasting the Kikis and the targets on the box to reveal a button – you can target this too to save having to actually stand on it. Carry on along the cogs and blow up the next box, hit the checkpoint then use the right-hand cog to rise up high enough and hit the button on the ledge above. Drop down and climb up on the left-hand cog but watch for the Spiked Balls at the top. Get rid of all the Kikis and boxes blocking the way then head through the sliding doors and target the button on the end of the platform to move the metal frame around to the next doorway.

Destroy the five Kikis and the three targets then run down and hit the Speed Rollers to fly up the slope to the edge above. Kill the Egg Keepers and run down the next slope before turning left and getting all the Kikis on the box pile at the side. Blow up the boxes to make your way around the Spiked Balls then hit the Speed Rollers and boost as you come down to float to the ledge beyond. Kill all the Kikis and blast the boxes then hit the checkpoint and stand on the button to the left. A claw will come down and pick you up, carrying you over to the pedestal above. Jump over and kill all the Kikis, blow up the boxes and stand on the large green square before targeting the next button and getting another claw to carry you onto the train.

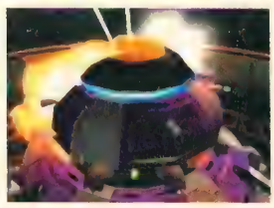
This is the difficult part – you'll need to make your way along the moving train, switching between the two different ones where needed, so that you can get to the engine of the right-hand one and stop it by pressing the button. You'll also need to keep an eye on the time as it can get a bit tight here – there are plenty of enemies so try to get multiple targets in order to really rack that time up. Make sure you've got some rings handy in case things go a bit wrong! As soon as you stop the train, hit the checkpoint to make sure you never have to do it again and then enter the next section of the level.



Blow up the boxes and dodge past the Spiked Balls then drop down the hole below. Try to land on the ledges towards the outside so that you can rack up some time with the Kikis sitting there and when you get to the bottom, take out all the Kikis to get some major bonus seconds. Hit the Speed Roller to fly up the ramp and hit the checkpoint before hitting one more Speed Roller and ending up in the lair of E-105.

BOSS FIGHT E-105 Zeta

Woah! Since when did he get so big? Even though he looks a bit menacing, this fight is really no different from any of the others except that E-105 can fire out more than one missile at a time. The only real problem here is going to be time – if you've got less than one minute left, it could get incredibly tight in there. Use your new multiple shot laser to take out most of the rockets before concentrating on the main robot himself. Luckily, it only takes four shots to get rid of him for good so make every one of those bullets count and you'll do just fine!



[1] Shoot the targets on the boxes to demolish the obstacles as quickly as possible. [2] The big spiky balls might look threatening, but it's not exactly tough to run around them. [3] If you stand on the switch long enough a big crane will come and carry you to safety. [4] The train is the hardest part of the level – don't lose hope now!

The Adventure Continues...

When you leave the Hot Shelter, use the gold pod at the top of the stairs to get back to the main deck. E-102 doesn't regret getting rid of E-105 – he begins to look back on past events again and realises that E-101 might still be alive. Just then, his point is proven as E-101 Advanced flies over his head! Take E-102 over to the glass dome and finish things once and for all!

BOSS FIGHT E-101 Beta (Advanced Model)

At last, a robot that puts up a bit of a fight! E-101 Advanced is a tough cookie, mainly because he is fully shielded against front attacks! If you want to cause him damage, you'll have to get behind him – a fact that is not made easy by E-101 flying about like crazy! Don't bother firing at him while he's moving as he'll only dodge or deflect your bullets. Instead, wait for him to go for a charge at you by powering up and then launching himself in your direction. Step to the side as he does this and then quickly aim and fire to catch him off guard. You'll need to do this four times if you want to beat him but he'll do everything in his power to stop you!

The main thing to look for is his missile attack – he can shoot multiple missiles at you that need to be targeted and destroyed before they hit you although the close range makes this tough. Keep plenty of rings with you and you'll be okay. The only other attack is the giant laser blast that is easy to spot because E-101 will leap high into the air and aim down at you. At first he'll only let one shot off but when you've got him down to his last bit of energy, he'll go mad and fire five or six blasts in succession! Watch for the last one as he powers it up for longer and so the blast radius of the explosion is that much greater!

The Adventure Continues...

With E-101 finally beaten, E-102 hovers over to take a closer look... and gets one last laser blast from his enemy as it dies! Hurt badly, E-102 starts to have flashes of past memories as E-101 blows up and releases the animal inside that Robotnik used to create it. As the small bird flies away, E-102 catches sight of it and one resounding image sticks in his mind – he used to be a bird too! As E-102 dies, his last thought is that maybe that bird might be his long lost partner...

The bird flies away as E-102 is destroyed behind it. Trying to ignore the fact, he is suddenly called from behind by a voice he hasn't heard in a long time – the voice of his family...

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Big's Adventure

The Adventure Begins...

Deep in the jungle of Mystic Ruin, Big the Cat sleeps. After all, he's had a hard day fishing so he deserves a little nap... what he doesn't deserve however is what's about to happen! As Big rests, we see his prized pet frog hopping around before finding a mysterious looking pool of water on the floor ahead of him...

MEET BIG

He's a cat and not surprisingly, he's pretty darn big. Honestly, with a stomach that large you'd think he does nothing all day but sit on his behind and do a spot of fishing... what? He does? Well in that case it's understandable. The whole of Big's adventure is one long fishing trip so get your maggots ready and let's get ourselves a couple of trout!

Suddenly, Big wakes up with a start. Looking over, he spots his frog still hopping around... only it looks a little different. It's as if the poor thing has swallowed something because he's the size of a balloon! As Big goes to pick him up, the frog hops off into the distance – quick Big, go and catch him! Still tired from his sleep, the huge cat slowly trots after him in the direction of the Mystic Ruin station.

Later that day, Big arrives in Station Square looking for his missing friend. He's nowhere to be seen so it's time to do some exploring. Run behind the entrance to Twinkle Park and drop into the sewer, following it round to collect the Purple Fishing Lure. Now go back out and take the road leading round the back of the station... there's your frog! Before Big can grab it though, it hops under a nearby car into an open manhole! Thankfully, Big is...

err... big, so he can pick up the car with ease. Simply stand to the side of it and press the B/X button to lift it up and drop into the manhole beneath. Walk down the passage and climb on the box on the end to enter the lift marked 'Exit' – this will take you to the glass tunnel above the Twinkle Park lift. Follow the passage around and go through the double doors before heading through the arch signposted to enter Twinkle Park itself.

Big's Adventure
LEVEL 01

Twinkle Park

Target: Catch your pet frog

Catching fish in Twinkle Park is so easy, even your grandmother could do it. There's only one pool of water here so you're a bit limited for choice but that's because Twinkle Park is really here for you to get the hang of fishing – it certainly takes a bit of practice. Get to grips with all the controls, killing enemies with your rod and hooking the fish but watch that you don't strain the line too much or you'll break it and lose a life. See how the larger fish ignore your hook? That's because they don't like the look of your lure – this is why you need to collect better lures to attract bigger fish. Your frog generally hangs around in the right-hand corner of the pond when you're ready to get him but try not to drop into the water as you're not exactly the floating type just yet!

The Adventure Continues...

Check your pockets as you exit the park and you'll find that even though you caught him, your frog has escaped again!

When you leave Twinkle Park, head back outside and cross the shallow pool of water behind the lift to grab the Snowflake Crystal that has appeared there. Head back over to the station and take the train back to Mystic Ruin. Go into the new cavern that has appeared in the rock and take the air vent inside up to the tunnel above. Run along and drop the Snowflake Crystal onto the pedestal outside the Ice doors to open them but don't go inside yet. Instead, run back and take the mine cart back to the rain forest, drop off the high ledge and run through the jungle back to your house

[1] You will know when you've got a bite on your line – this big 'HIT!' flash will tell you so! [2] To break the ice just jump on it – Big's weight will do all the work for you! [3] Don't let the tension get to your line or it will break and you will lose a life! [4] Hooray! You've caught something – now let's go fry it!

to collect the Power Fishing Rod. There's also another fishing lure hidden in the jungle – from Big's house (facing the back wall away from the temple), take the right-hand path under the fallen trees and cross the river at the bottom before looking for a small cave entrance on the left. Now go all the way back through the Mystic Ruin to the Ice doors –

pass through these and collect the Rubber Ring on the left in front of the icy water. Float across the pool and climb the ladder to enter the Icecap.

Big's Adventure
LEVEL 02

Icecap

Target: Catch your pet frog

Although finding your frog is an easy task, it's worth exploring this level simply for the large number of fish and goodies that you'll be able to find. For starters, there's another fishing lure here hidden deep at the bottom of one of the pools. To find it, walk forwards from the start and over to the ice covering the water ahead. Jump on the darker section to the right in order to break through and then hold the A button to sink to the bottom – look for your frog on the way down as this is the pool that he swims about in. Swim over to the archway at the bottom of the pool and go through the tunnel to another cavern on the far side, coming up for air when you get there. Jump out and run over to the spikes, leap over them and hit the spring to reach a high-up ice pool. Smash

Power-up Locations

› Here's where to find and how to use Big's special items...

Power-up
Rubber Ring

Location
Icecap, inside the icy cavern

How To Use It
Allows you to float in water. Hold the A button to sink to the bottom.

Power-up
Superior Fishing Rod

Location
Under the bed inside Big's hut

How To Use It
You can catch bigger fish due to the stronger line this rod uses.

Power-up
Black Fishing Lure

Location
Inside the far right cell on board the Egg Carrier

How To Use It
Attracts bigger fish.

Power-up
Pink Fishing Lure

Location
In a cave hidden among the Mystic Rain forest

How To Use It
Attracts bigger fish.

Power-up
Blue Fishing Lure

Location
Icecap, at the bottom of an ice pool near the Dinosaur skull

How To Use It
Attracts bigger fish.

Power-up
Purple Fishing Lure

Location
Hidden in the sewer behind Twinkle Park

How To Use It
Attracts bigger fish.

How To Play

› Don't know how to play as Big? Here's a quick run down of the moves...

1 Cast Line

Hold the **B/X** button to bring up a target on the ground – this is where your lure will land when you release the button. Move it around with the **Analogue Stick** so that you aim at the spot you want to fish in. You can also use this to target enemies and destroy them.

2 Reel In Line

Once your lure is floating in water, use the Analogue Stick to pull the line either left or right. Holding the **B/X** button will reel in the lure slowly while holding the **A** button will reel it in much quicker.

3 Catching A Fish

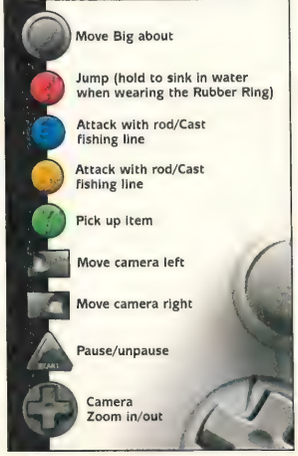
When you cast your lure in the range of a fish and reel it in a little to wiggle the lure, the fish will get interested and come over to investigate. Once the fish is right next to the lure, tap the Analogue Stick in any direction to hook the fish and score a 'HIT!'. Use the **Analogue Stick** to steer the fish left or right and reel it in with the **A** and **B/X** buttons. A good technique is to watch the lighter yellow marks on the Line Tension metre to the right of the screen – if the tension rises above the highest mark, stop reeling and let it die down for a moment. To reel the line in completely in one go, press the **L** and **R** buttons together.

4 Swim

Once you've collected the Rubber Ring you'll be able to float in water. Paddle around with the **Analogue Stick** and hold down the **A** button to sink to the bottom – release it again to rise back up to the surface.

CONTROLS

How the pad works when playing as Big The Cat...



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through the dark patch of ice as before and check out the dinosaur skeleton there – the lure is hidden inside so swim in and grab it quickly before you drown. There are a couple of other areas accessible through these underwater passages but they're only really necessary if you're going for the bigger fish. Otherwise, head back to the first pool through the underwater passage and jump out before grabbing your frog again and leaving the level.

The Adventure Continues...

Cross the icy water again and leave the Icecap via the doors you came in through, heading back to the main area of the

Mystic Ruin. When you get there, you'll find a surprise waiting for you – Tails has got your frog! As Big run over to grab him, the frog gets away from Tails and makes a run for it... or a hop for it at least. He's getting away, Big – after him!

Go over to the station and take the train back to Station Square – once there, leave the station to spot your frog heading for the sea! Head over to the hotel and take the double doors near the stairs to enter the poolside area. Now go around the pool and out onto the beach to chase your frog onto Emerald Coast.

Big's Adventure
LEVEL 03

Emerald Coast

Target: Catch your pet frog

Compared to the other levels, this stage is massive! There are positively tons of fish for you to reel in as well as plenty of rings to collect and enemies to get rid of. This is a level where you can relax, let yourself go and fish to your heart's content (especially if you've found the extra fishing lures up to now). Of course, the important thing is to find your frog. From the start follow the coast around past the three Kikis and look up high to see a huge lighthouse. If you look into the water around the base of the lighthouse you'll spot your frog swimming happily around. Now that you've found him, you can either take a break and do some relaxing fishing or simply grab the frog and continue on your adventure!

The Adventure Continues...

As Big starts to leave Emerald Coast with his pet, suddenly E-102 Gamma rushes in out of nowhere and snatches the frog away! Big's a bit miffed to say the least and chases E-102 down the coast and onto the Egg Carrier just as it takes off into the air! Before you go searching for your friend though, you'll want to head down to the end of the Egg Carrier's main chamber and jump on the button in front of the right-hand door. Go inside and through the Hedgehog Hammer area to reach the cells – jump on the button nearest the door to open the first cell and grab the last of your fishing lures! Now go back to the main chamber and step on the button of the central door to open it before heading into the Hot Shelter.

Big's Adventure
LEVEL 04

Hot Shelter

Target: Catch your pet frog

Considering this is the last main level for Big the Cat, it's a bit small – with only one main fishing area and a smaller section that's totally devoid of aquatic life, you'd have though they'd have come up with something better! Run out of the lift at the start and through the double doors at the end, collecting the Bubble Shield on the way. Dodge the Kiki and head through another set of doors to enter the main tank room. Climb the metal stairs and you'll spot your frog floating in one of the side tanks. Step on the button to let him out and then catch him to end the level. You can explore if you fancy it – there's a small opening near the surface on the left – but as there's no fish down there, why would you even want to?

The Adventure Continues...

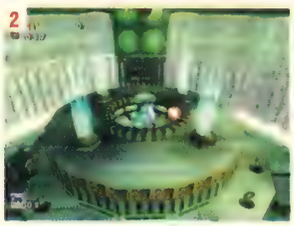
Frog firmly in hand, Big decides that it's time to go home.

1

Suddenly, a brilliant flash of light surrounds him and Big finds himself not inside the Egg Carrier but near a strange stone fountain in the mountains! Cross the bridge in front of you to find Tikal talking to Chaos in his natural water state. As she runs up the stairs to where the Master Emerald sits, Big follows her for a closer look. The light appears again and Big finds himself back inside the main chamber of the Egg Carrier, just as the place starts to collapse around his ears!

Time to evacuate, fast! Move over to the two small yellow ramps on the right and stand on the green panel of either ramp to call the Sky Train. Jump

2

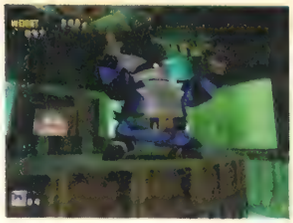


3

[1] Keep your eyes open – you never know when you're going to spot someone you know! [2] Step on the switch to flood the room full of water. [3] Make sure you don't stay underwater for too long or you'll drown! [4] Catch froggy for the last time and you're nearly done.

4

aboard and when you reach your destination, run along the deck and use the Egg Pod lift to get onto the runway. Use the spring behind you to leap over to the glass dome where you'll find Chaos Four and Dr Robotnik waiting. As Big stands there in



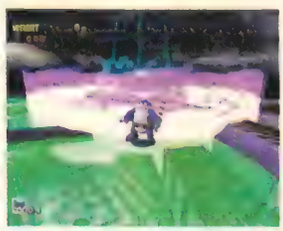
fear, his frog opens its mouth to reveal a Chaos Emerald that it swallowed on its journey! Robotnik throws another at Chaos and there's a flash of light – Chaos Six is born! Sonic shows up briefly to scare away Dr Robotnik but to make matters worse for Big, his frog then gets swallowed up by Chaos as well! You'd better try and get him back once and for all!

The Adventure Continues...

With his frog safely tucked away in his pocket, Big leaves Sonic to deal with the menace that is Chaos Six. Back on the runway, run over to Tails' airplane and take it for a little test-drive back to the rain forest! When you finally make it home, it's business as usual for Big and his frog – fishing, running around and waving their arms around a bit. Hoorah for the life of a lazy, fishing-crazy cat and his froggy friend!

BOSS FIGHT Chaos Six

› Possibly one of the most ridiculous boss fights in the history of boss fights, this is so easy it's stupid. The idea is to get your frog back from inside Chaos, as marked by a large red hexagon on the right of him. After collecting a couple of rings just to be safe, you've got to take aim with your fishing rod and cast the line at the red target to catch your frog – and that's it. One hit, no catches. Talk about easy, eh?



continued›

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Super Sonic's Adventure

The Adventure Begins...

In the jungle glades of Mystic Ruin, something lies in the darkness... as the scene fades, we see Knuckles' Floating Island falling back to earth. We switch to the jungle again where Dr Robotnik is cursing his latest defeat by Sonic. Suddenly, he spots Chaos in the distance... and is attacked by him! Back at the Floating

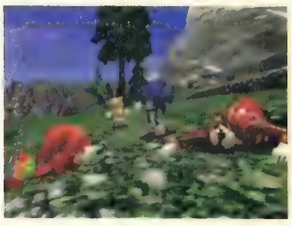
Island, Knuckles is wondering why he has returned to the ground when out of the corner of his eye, he sees an injured Dr Robotnik! Running over to see what is going on, Robotnik warns him about Chaos but too late – Knuckles is attacked as well! This is all very strange...

Sonic, meanwhile, is taking a break in Mystic Ruin from all his hero efforts. Just then, Tails comes running to tell him the news – something is happening over at the Floating Island! Guide Sonic through the crevice in the

wall, into the air vent and up to the tunnel leading to the island. Head down the passage and over the bridge at the end then turn right to find Knuckles and Dr Robotnik lying on the ground! Knuckles tells Sonic about what Chaos has done just as Robotnik gets up and flies off in his Egg Pod! Before

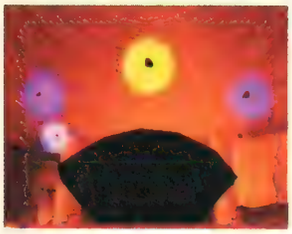
Sonic can do anything, the familiar bright light appears and transports Sonic to a burning Floating Island.

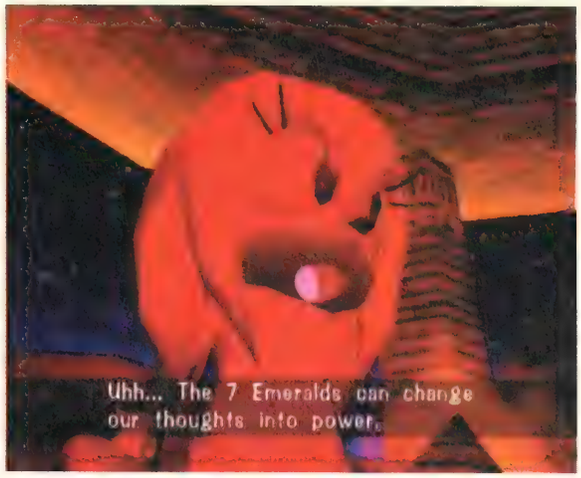
Run forwards to the temple to find Tikal and the elder of the Echidna tribe arguing once again. Despite their efforts, she refuses to let them destroy them temple... so they push her out of the way and attack! Amid the Chaos Emeralds,



MEET SUPER SONIC

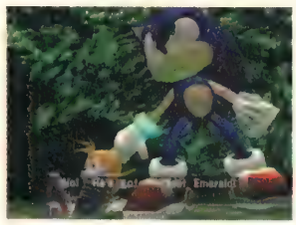
This is Sonic, but with all the Chaos Emeralds in his possession! He doesn't stay as Super Sonic for very long. You must keep picking up rings or he'll turn blue again! Super Sonic is the fastest hedgehog you'll ever see – but that's not saying much!

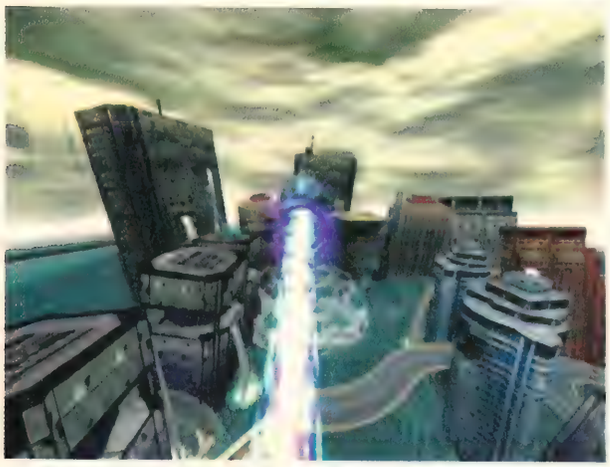




something stirs – it's Chaos and he kills them all! Dash forwards again to help Tikal then run up the stairs to where the Master Emerald lies. Something explodes and Sonic blacks out... he wakes up again to find Tails shouting at him about the Chaos Emeralds! Chaos has got them all but one and Sonic has to find it before Chaos does!

Head back over the bridge and through the passage to the main area of Mystic Ruin before taking the mine cart to the rain forest section – Sonic and Tails will run through the jungle to find the last Chaos Emerald in the front of Tails' crashed Tornado. But it's too late! Chaos has followed them and takes it, knocking Sonic out cold! The scene cuts to Station Square and the attack made by Perfect Chaos – in less than a minute, he levels the whole city and sends the Egg Carrier





sort of conked ou

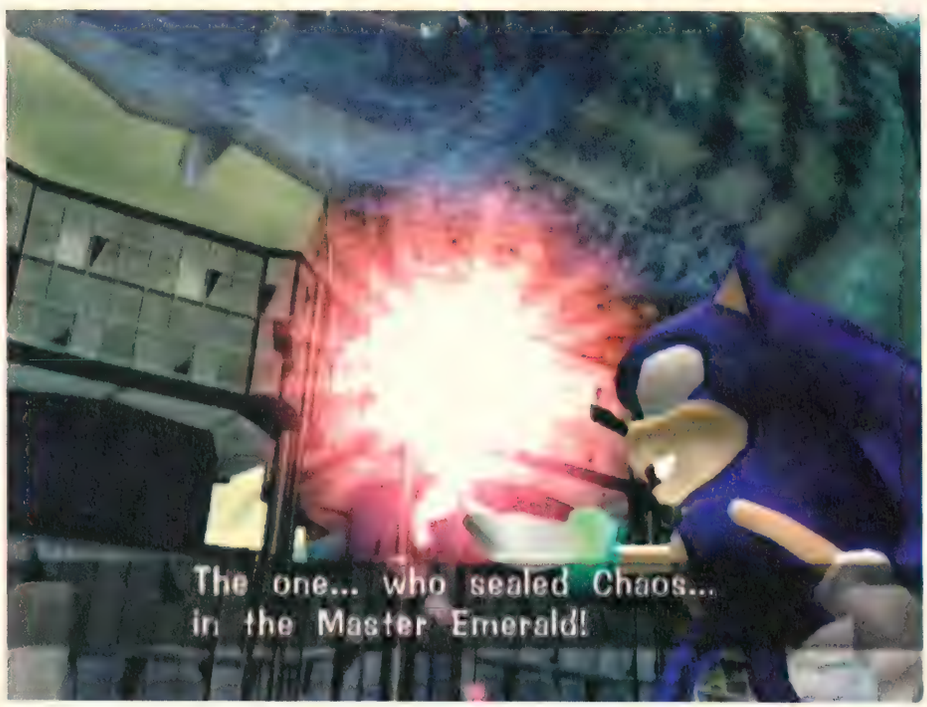
IMPORTANT

There's one thing you have to remember when playing as Super Sonic and that is that his powers are limited by one thing – rings. You start with 50 rings while playing the main Super Sonic level and this number goes down by one ring every second that you remain as Super Sonic. If you get hit, you won't lose and rings but when the number reaches zero, you will change back into regular Sonic. Whatever you do, make sure you keep collecting as many rings as possible or it'll all be over!

CONTROLS

How the pad works when playing as Super Sonic...

- Move Big about
- Jump (press repeatedly to use the Homing Spin attack)
- Spin (hold to charge Light Speed Dash when wearing Light Shoes)
- Spin (hold to charge Light Speed Dash when wearing Light Shoes)
- Pick up item
- Move camera left
- Move camera right
- Pause/unpause
- Camera Zoom in/out



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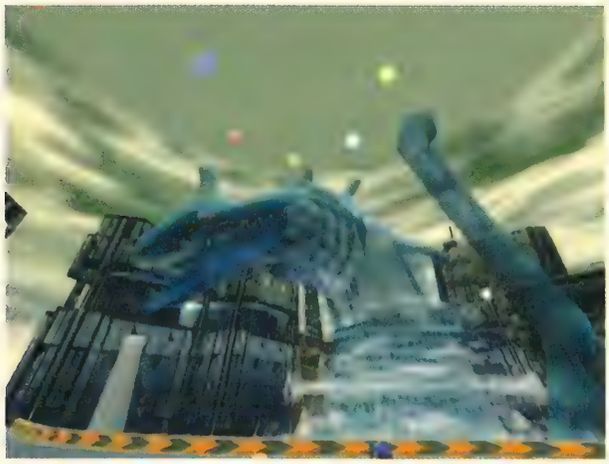
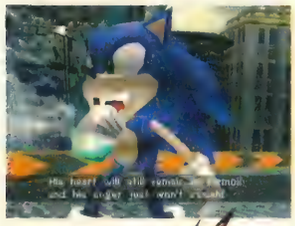




crashing into the sea! As Sonic watches on, the bright light appears again before transforming into Tikal! She tells Sonic that only he has the power to stop Chaos now and his friends all agree. Bringing Sonic the Chaos Emeralds, it's clear that there's only one option – it's time for Super Sonic!

The Adventure Continues...

Finally, the adventure is over – with Chaos back to his original form, Tikal appears once more and thanks Sonic for all his help. She then takes Chaos back with her and vanishes as quickly as she appeared. In the distance, Dr Robotnik watches from his Egg Pod and sneaks away as everyone is distracted... everyone except Sonic that is! Tails turns to congratulate Sonic, only to find that he is already off to teach Dr Robotnik a lesson!

How To Play

> Don't know how to play as Super Sonic? Here's a quick run down of the moves...

1 Spin Attack

Press the **A** button to leap up and curl into a ball that can destroy any enemies that it touches. Press the **B/X** button to fall back to the floor quickly.

2 Homing Spin Attack

Perform the Spin Attack and then press **A** again to 'home in' on the nearest enemy or object such as an item pod. You can do this move repeatedly as long as there are targets to home in on.

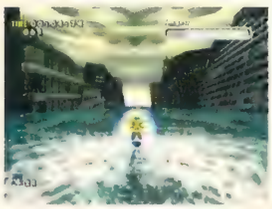
3 Spin Dash Attack

Press the **B/X** button to curl into a ball and spin along the ground very fast, destroying anything in your way. Press the **A** button to stand up again.

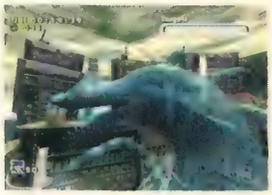
BOSS FIGHT Perfect Chaos

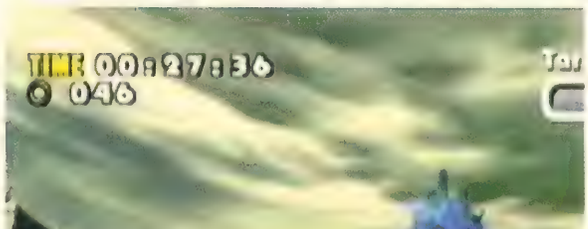
This fight has two stages and both are pretty nasty. The main thing to remember is to make sure you've got a lot of rings AT ALL TIMES – if you run out, you'll turn back into normal Sonic and drown because only Super Sonic is fast enough to run across water!

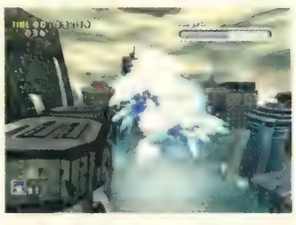
The first stage is a light-blue version of Perfect Chaos who has a number of attacks at his disposal. The object of the stage is to run down the watery trench, dodging in and out of Chaos' attacks while collecting the rings on the stretches of highway sticking out of the water. As you run along, you'll begin to pick up speed until eventually you're surrounded by a blue shield – this is top speed. In order to hurt Chaos, you'll have to be at top speed by the time you reach the base of him. Keep running when you get there and then hit the B/X button to curl into a ball – you'll ride up inside Chaos and fly along to his brain, causing him severe damage. Of course, he'll try to stop you by throwing pink laser bolts and water spouts at you as well as occasionally firing off his huge mouth beam. If any one of these hits you, it'll stop you dead in your tracks which will make climbing inside Chaos impossible so try to avoid all of them as you go. If you either hit Chaos or don't have enough speed and stop halfway up inside him, you'll be thrown back outside and Chaos will sink into the water and reappear at the other end of the trench, ready for you to try another run. Three hits will make him change to his second stage of attacks.

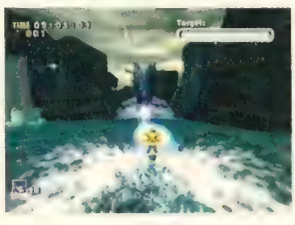


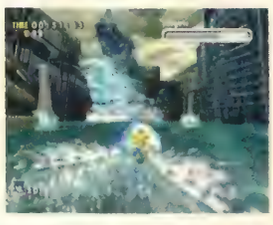
This time, things get really tough – not only will the rings for you to collect be starting to get a bit thin on the ground, but Chaos is also twice as powerful! His laser bolts are now faster and more numerous as are the water spouts he throws out and his mouth beam is twice the size it was before! Use the same techniques you used last time to get to Chaos but make sure that this time you stay at top speed at all times – if you slow down even once, you'll be a sitting duck and Chaos will punish you for it! Three more hits will see you finally defeat Chaos once and for all!











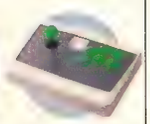
Sega's classic arcade game comes directly to Dreamcast with a fantastic conversion – and we've already played it to death! With these track breakdowns, guide to collecting all the cars and cheats you will soon be rallying with the best drivers!

Sega Ra

Dreamcast solutions
Sega Rally 2

Publisher	Sega
Developer	In-house
Origin	Japan
Price	£39.99
Genre	Racing
Release	14 October

two players


arcade stick

steering wheel

modem

jump pack

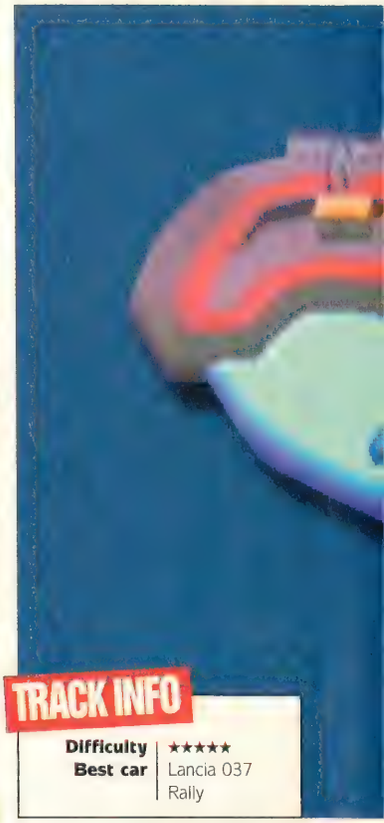
visual memory system
VMS information

Save position→	Y
Logo during play→	Y
Mini game→	N

Dreamcast magazine says

"Another excellent coin-op conversion that will surely sell!"

Sega Rally 2
Riviera



The Riviera section of *Sega Rally 2* is unique for two reasons. One, it's the only course that is permanently set at night. Secondly it doesn't come in three parts – there's only the one course to master. It's got a five rating for difficulty though – and the tight twists are turns are certainly a challenge for even the more experienced drivers.

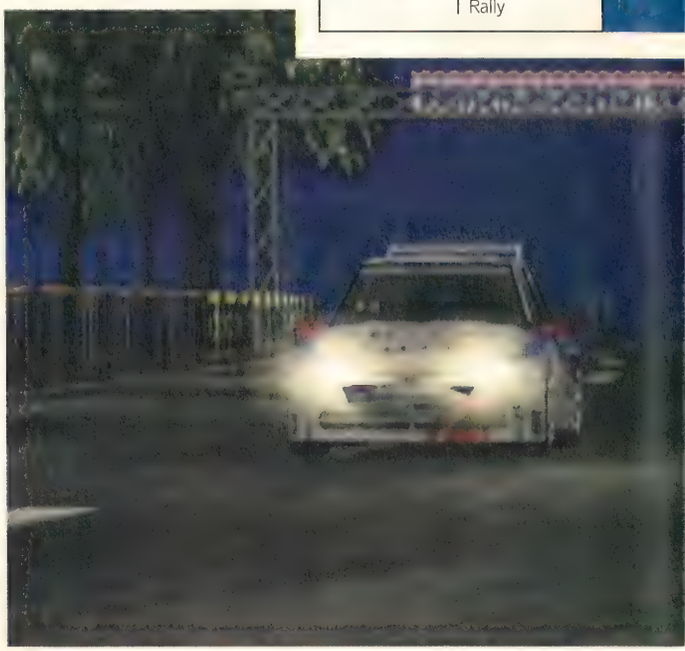
Your first horror comes at the end of the first straight – a sharp hairpin right-hand turn. Slam the brakes on to slow the car down and throw it around the corner, then put the power back on to drive out of the bend. The next section has a couple of twists, and then there's a second hairpin as you come back towards the checkpoint. There's only one checkpoint on this track, so in Arcade mode you have to go around twice!

Interestingly, there are two cones positioned just before the finish line. Knock them down in sequence when playing in Arcade mode and you open up a secret area of the track where you can knock over cones for points!

TRACK INFO

Difficulty	★★★★★
Best car	Lancia 037 Rally

TRACK INSTRUCTIONS



The Cars

Sega Rally 2 is packed full of cars, you get eight from the start of the game and a further 11 by finishing tracks.

Peugeot 206 WRC

Peugeot 306 Maxi

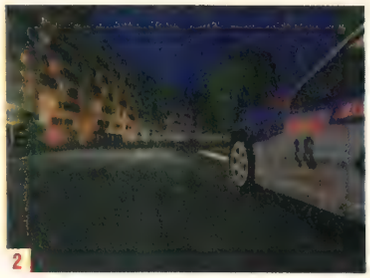
Toyota Corolla WRC

Toyota Celica GT Four ST 205

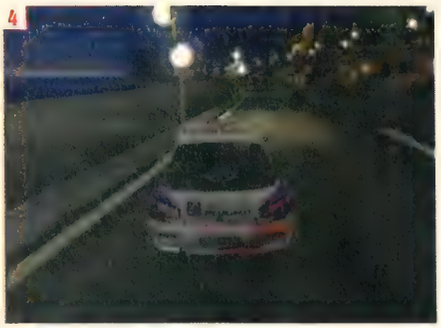
lly 2

1

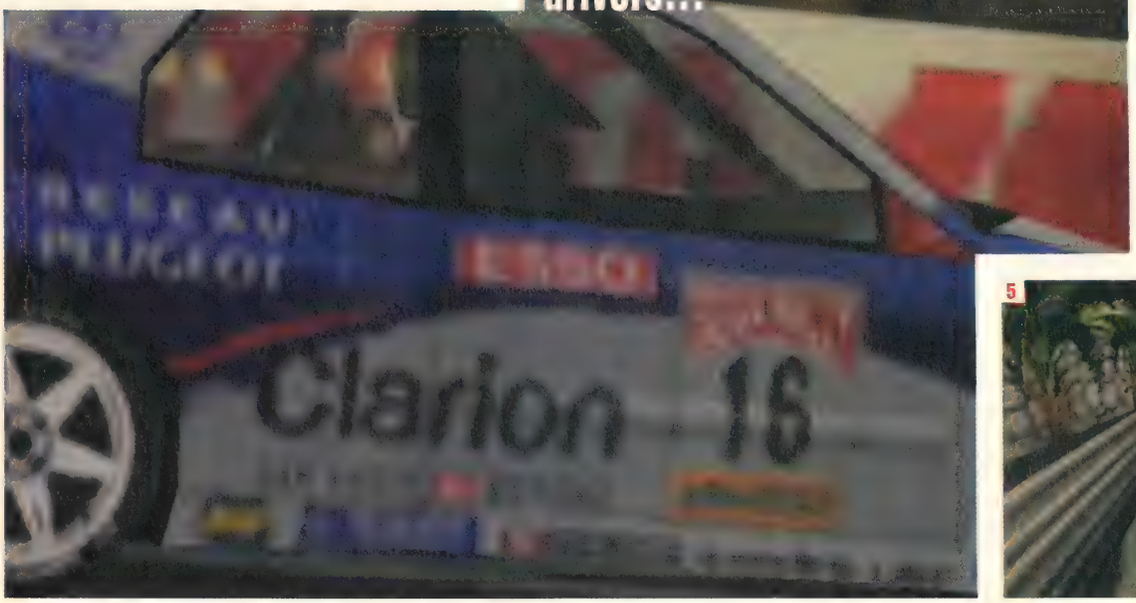
[1] You can take a look at your driving skill from a different camera angle when watching the replays. Fiddle with the buttons to see what you can do! [2] You can take a look at your driving skill from a different camera angle when watching the replays. Fiddle with the buttons to see what you can do! [3] You can take a look at your driving skill from a different camera angle when watching the replays.


2

3


4

"The tight twists are turns are certainly a challenge for even the more experienced drivers..."



[4] Sega have produced an excellent arcade conversion with Sega Rally 2, but sadly they had to drop the internet features from the game for its UK release – they just couldn't get the network together in time! [5] Try to keep your car from scraping along the crash barriers. It might not look like it slows you down very much, but it will definitely shave vital seconds off your lap times!

5

continued>

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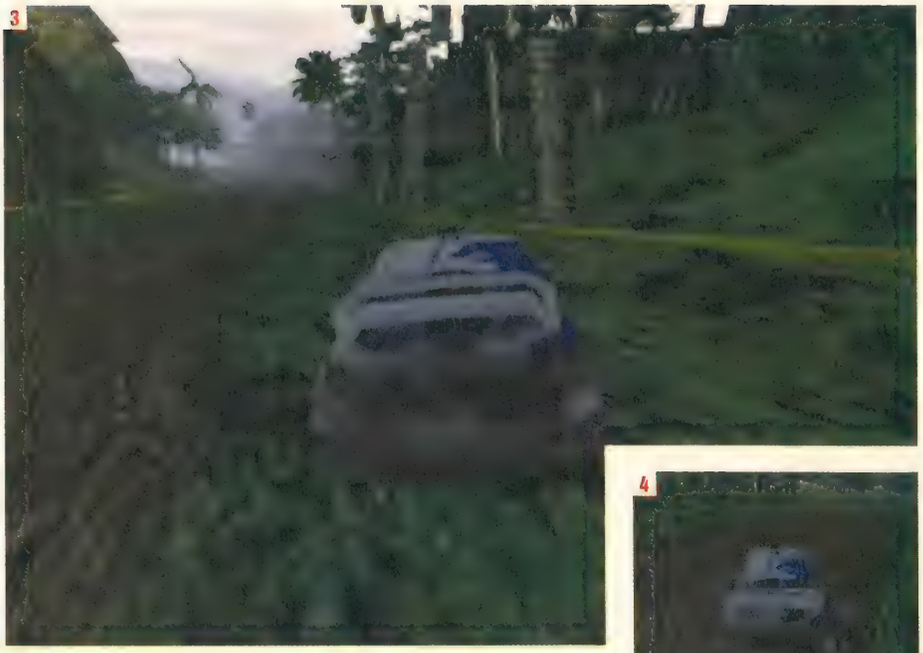


The first track in the Muddy stage is a good mixture of bends and straights giving ample overtaking opportunities as you're racing around. It's not too tricky to drive around, only having a two star difficulty rating. Your main problem in this track (surprise, surprise!) is the mud! It acts in a similar way to snow, giving a slick surface under the wheels and causing your car to slide more than it would normally on each corner. Watch out for the handful of barriers that are placed in strategic places around the track too – knocking them over is fun, but will slow down the car.

[1] You start this track on a good, solid tarmac surface. This gives the car plenty of traction and means you can speed up right from the starting line. [2] Unfortunately it's not long before you're into the mud, and things start to slip and slide a lot more! [3] It's very easy to slide completely off the track, smashing into the barriers that line the course. [4] Learn to powerslide – this is one of the most important skills you will need to become an expert at Sega Rally 2.

TRACK INSTRUCTIONS

TRACK INFO

Difficulty	★★
Best car	Peugeot 205 Turbo 16

Sega Rally 2

Muddy SS2

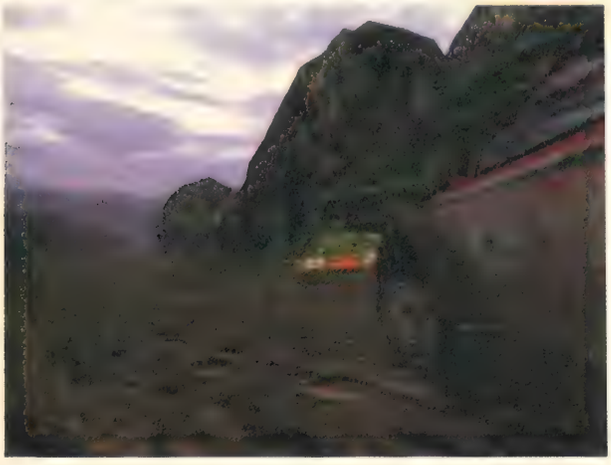
TRACK INFO

Difficulty ★★★★+
Best car Peugeot 205 Turbo 16

TRACK INSTRUCTIONS

More slipping and sliding around in the second of the Muddy courses, and this one has some very nasty surprises in store for all boy racers out there! As you accelerate away from the starting line, you'll find the road ahead blocked, and a route through to the left. If you don't slow down in time your car will smash head-on into the barriers, and really spoil your chances of a high score.

Also, keep a look out for the K-Left, K-Right bends in the road – these take a lot of practice to drive perfectly, you must slow down just before them and slide the car first one way the the other. Keep practicing!



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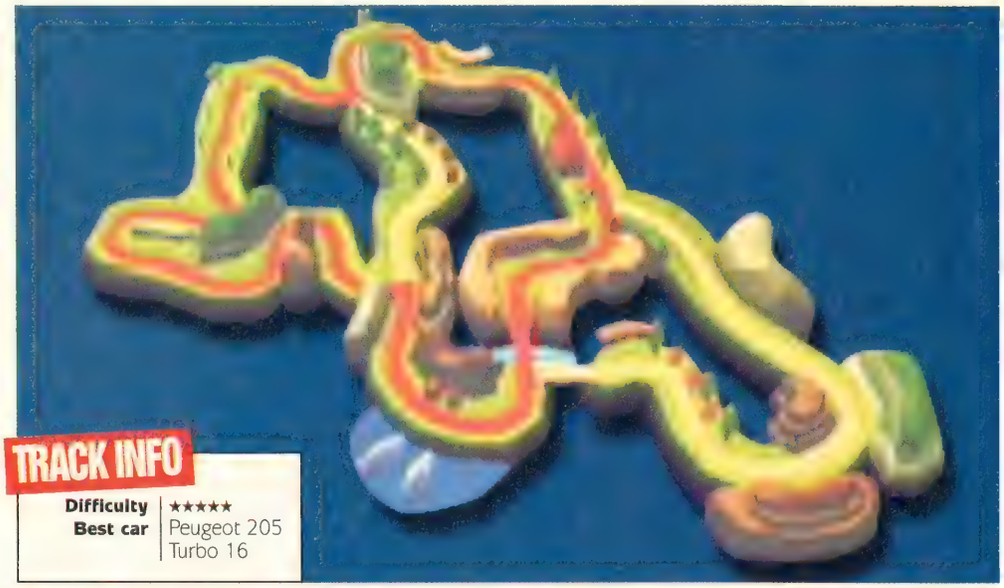
Sega Rally 2

Muddy SS3



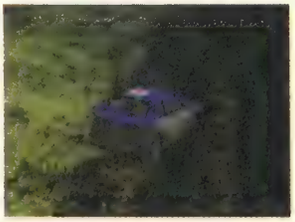
TRACK INFO

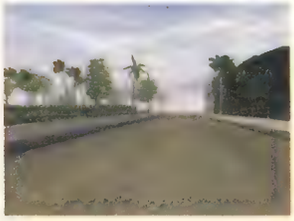
Difficulty ★★★★★
Best car Peugeot 205 Turbo 16

All three Muddy courses are set around the same island, with new roads opening and old ones closing as you progress. This final Muddy course has similar perils to course two, with roads closed directly ahead of you, but after a couple of laps you will soon learn where these are and be able to anticipate them.

The Open Hairpins that you find towards the end of this course need even more skilled driving. Power on into the hairpin, then let go of the accelerator and touch the brakes slightly while turning the car. You should slide through the first part of the hairpin, then reverse the steering and power back on to take the next Open Hairpin going in the other direction. Again, practice makes perfect!

TRACK INSTRUCTIONS





The Extra Cars

Win your races and you'll soon be driving around in one of these flash machines!

Peugeot 205 Turbo 16

Toyota Celica GT Four ST185

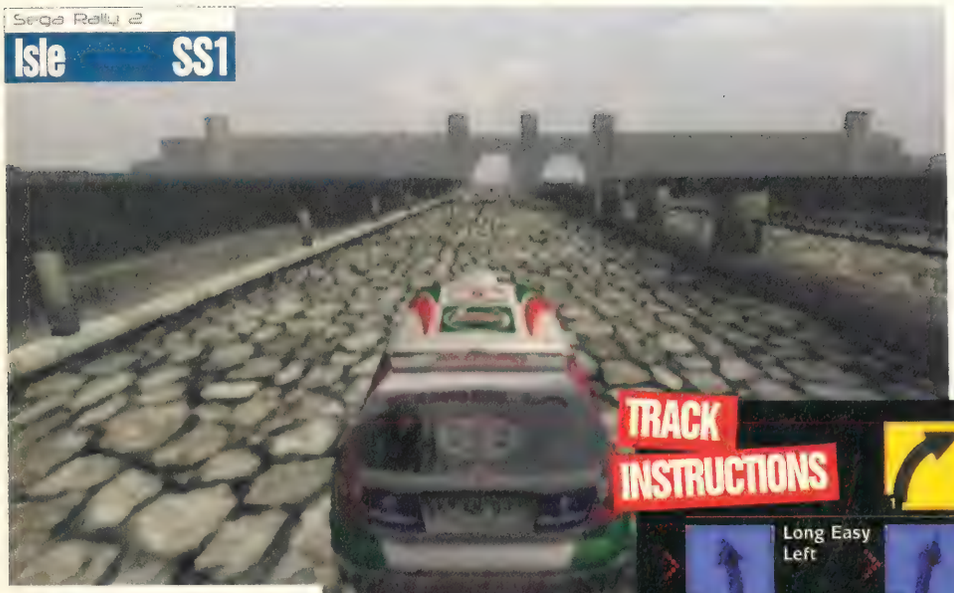
Subaru Impreza 555

Mitsubishi Lancer Evolution IV

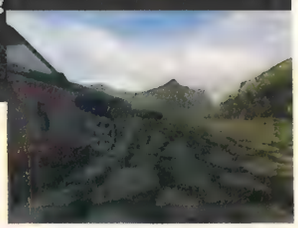
Mitsubishi Lancer Evolution III

Sega Rally 2

Isle SS1



TRACK INSTRUCTIONS

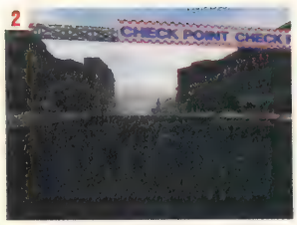


Do you want the good news or bad news? The good news is that the Isle courses are all raced on nothing but tarmac, giving the cars much more grip and making sure they actually go in the direction you're pointing them in. The bad news is that the roads are so narrow one Sunday driver can destroy an entire race!

This first attempt at the Isle has two long straights that go underneath bridges, the road doubles back on itself after the first to bring you back around for the second. These are your best overtaking opportunities, so make sure you make good use of them.

Because of the narrow nature of the roads here, you must be more precise with your powerslides. You don't have the luxury of the open plains in the Desert courses, so this track is most definitely for the experts.

1



2

[1] The Isle courses have some very tricky twists and turns to negotiate, especially through the town sections. [2] Ahh, the checkpoint – now you can race on for another few minutes!

TRACK INFO

Difficulty	★★★★★
Best car	Peugeot 306 Maxi

continued>

ntinued >

The second Isle track is a bit of a cop out in our opinion! Again, the same roads are used again, as in the Muddy courses, but the new section that is opened up here is so small and insignificant, it's hardly worth bothering with! The one thing that has changed is the direction you race the course in – this time we start off in the town and head down over the bridge, then into the new section up on a hill. You can still use to two straights as good overtaking places, but watch out for the tunnels that lead off the hill, you can can hit the side of the tunnel as you go in, seriously damaging it and spoiling your race.

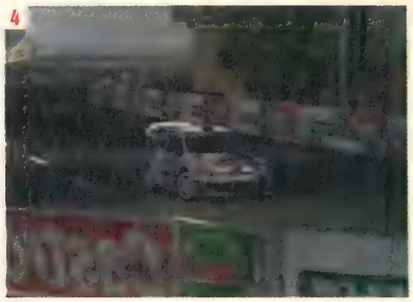
The final stretch of the course is the most difficult to drive – you end up twisting and turning through the streets of the town, you'll have to lower your speed through here, or end up hitting every wall!

TRACK INSTRUCTIONS

TRACK INFO

Difficulty	★★★☆☆
Best car	Lancia 037 Rally

[1] It may seem like nothing to clip the barrier as you drive by – but this can make a major difference to your lap times! [2] Luckily you can't drive off the road and into the water! [3] You will have to cross this bridge many times before you finish the Isle courses! [4] Keep the power on through curves.



Lancia Delta Integrale 16v

Lancia 037 Rally

Fiat Seicento Sporting

Fiat 131 Abarth Rally

Renault Maxi Mégane

Alpine Renault

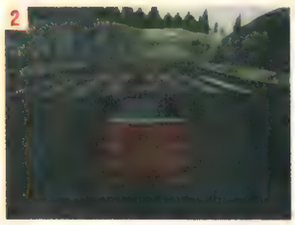
Sega Rally 2

Isle SS3

TRACK INFO

Difficulty	★★★
Best car	Lancia 037 Rally

1


2

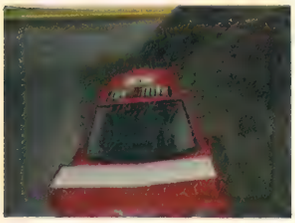
[1] You only get really nice close-ups on the cars like this when you watch your race back in replay mode. This mode is useful for watching yourself driving though, and considering ways of improving your skills! **[2]** Is that a zebra crossing? Don't stop whatever you do!

Once again, the long straight sections of the island are put to good use, but the new section that is opened up is at the opposite side of the island from that in course two. This creates an even longer course with some serious twists and turns that will test your steering skills to the max!

You should already know how to drive through the majority of this course, instead of using up your ace cards on the same pieces of road, concentrate your efforts on the twisting mountain road. You will need to make creative use of the brakes, or even the hand brake, to get through the bends without losing places or slowing down too much.

When you pass the finish line give yourself a hearty congratulations! This is the last track of the game, now you can try to beat your times!

TRACK INSTRUCTIONS



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